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240
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GTM

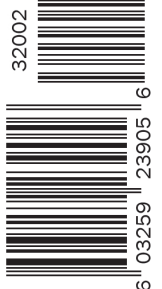


GAME TRADE MAGAZINE

SHADOWRUN

CATALYST

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IN THIS ISSUE:

- THE GREATEST HEROES OF THE DC ANIMATED UNIVERSE BAND TOGETHER IN *DC HEROCLIX: JUSTICE LEAGUE UNLIMITED!*
- CUNNING AND DEXTERITY MEET AS YOU EXPLORE THE DESERT IN *SONORA* FROM PANDASAURUS GAMES!

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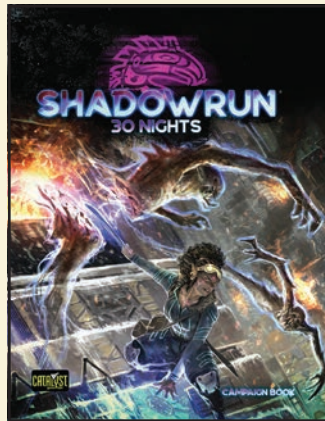
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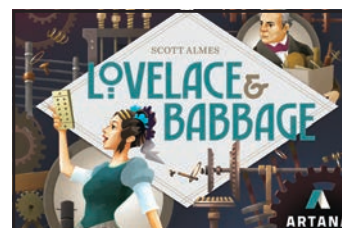
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[adult swim]

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PREVIEWS

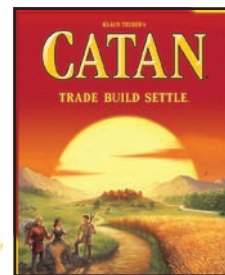


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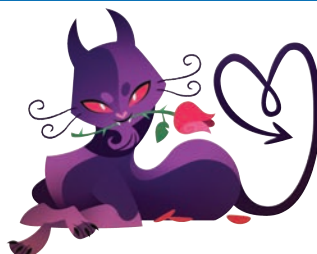
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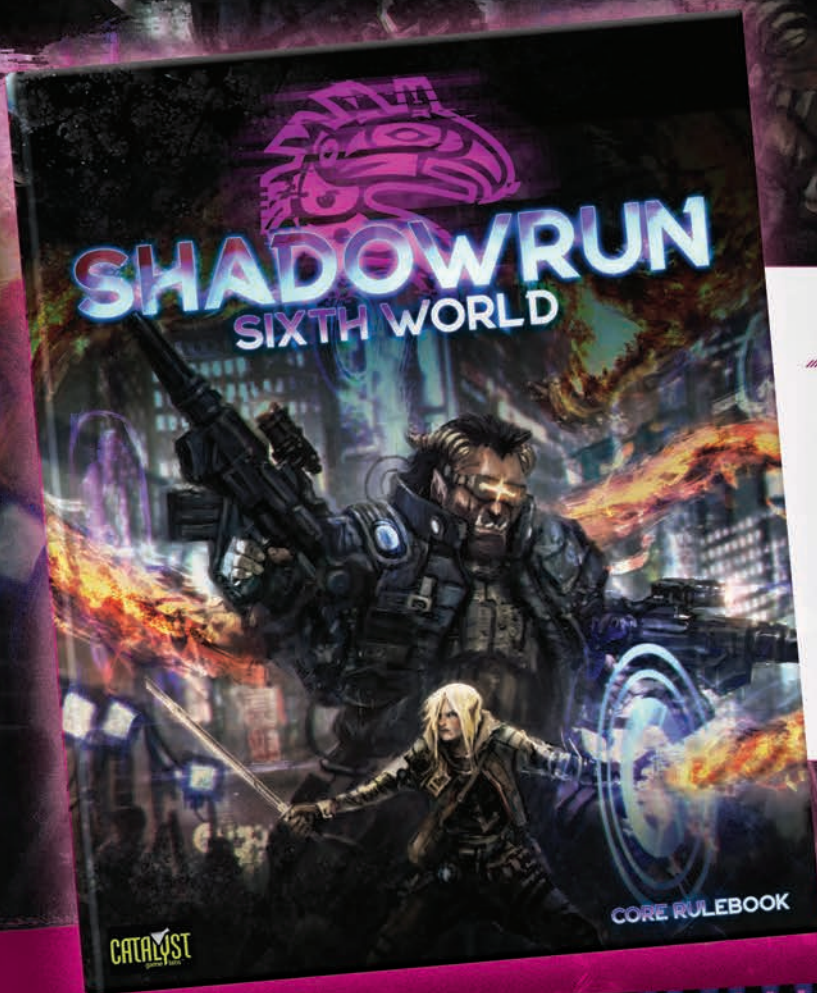


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SHADOWRUN[®]

SIXTH WORLD



RISK IT ALL!

Half-measures won't do. Neither will playing it safe. The Sixth World demands that you give everything you got—or it will take it. Grab your weapon—whether it be a gun, a blade, a cyberdeck, a drone, or the spellcasting power of your own hands—and prepare to do the dirty work no one else will do, since you have the skills no one else has.

Shadowrun, Sixth World is the latest edition of one of the most popular, enduring role-playing games of all time. With faster gameplay and streamlined rules, this edition is designed to get you right into the cyberpunk-crossed-with-fantasy action, taking the risks you need to survive—and someday become a legend.

NOW AVAILABLE

The **Shadowrun, Sixth World GM Screen** provides all the easy reference tools you expect in a GM screen, along with much more. Customizable art displays, pockets to show the exact data you want to see and also display NPC cards (letting the players see the art and gamemasters see the stats), and a Heat tracker to give real-time feedback on the pressure they're facing all help make the screen a unique tool. Don't just learn the game—use the screen to get into it!



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Greetings Dear Readers!

Welcome to your 20th Anniversary issue of Game Trade Magazine!

That's right – 20 years, 240 issues. I still remember leafing through the pages of my first copy back at my FLGS in Vermont as if it were yesterday. (Editor's note: it *definitely* wasn't yesterday.)

It's pretty impressive in this day and age — especially in our industry — for a print publication to enjoy this kind of longevity, let alone thrive as it has. What began as a first-of-its-kind monthly publication has become a reliable presence on the shelves of friendly local game stores (FLGS) and industry professionals alike.

As I mentioned last month, the magazine has certainly evolved in the last two decades, and I am honored to be a part of the team for this important milestone. While I was at WizKids, I had the good fortune of collaborating with both of my predecessors, Phyllis Opolko, and then Andrew Smith, and it is my privilege to carry on their commitment to making GTM the most dependable and accessible source of monthly product information in our industry.

To celebrate our 20th anniversary issue, we're pleased to partner with Catalyst Game Labs to bring you two covers this month! One is designed with our current logo and elements, while the other is an homage to the *original* logo and cover theme (complete with starburst!). This was a fun project for all of us in the GTM Bullpen, and we hope you all enjoy them too.

The 20th anniversary fun doesn't stop there: we're also excited to announce that that Catalyst has generously offered 20 copies of their *Shadowrun Sixth World Edition* core RPG rulebook for this month's GTM Giveaway! That's right — we'll be selecting **20** lucky winners in celebration of our very special birthday, so be sure to enter!

And we're not the only one celebrating an important milestone this year: the *Catan* team shares some thoughts on turning 25(!), while both Cryptozoic and Mantic Games revel in turning 10 in 2020!

Yes indeed, we are in some fine company. Our heartfelt thanks and gratitude to everyone who has worked to make the magazine what it is today — our contributors, our friends, and (of course!) our fans.

Here's to 20 more years.

Game on,
JG



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GTM

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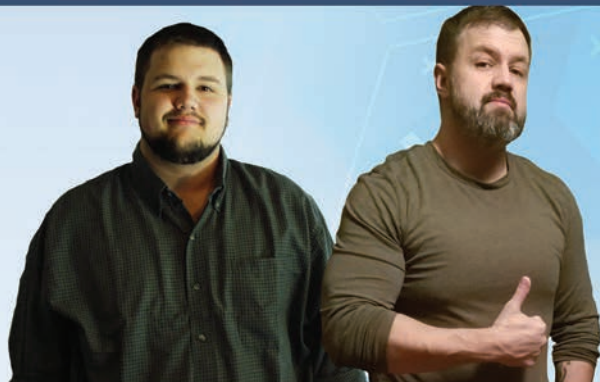
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DORK TOWER

BY JOHN KOVALIC

WHAT'S THAT GOING TO BE?

ANOTHER COMIC STRIP ABOUT GAMERS.

I WAS JUST THINKING HOW MUCH THINGS HAVE CHANGED IN THE LAST TWENTY YEARS, THOUGH.

A LOT OF THE OLD JOKES YOU USED TO BE ABLE TO MAKE JUST AREN'T THERE, ANY MORE.

GAMERS ARE ANTI-SOCIAL? CRAZY.

"GAMERS ARE COMPOSED ALMOST ENTIRELY OF NECK-BEARDS IN NEED OF A SHOWER?"

"BOY, HAS THAT CLICHE GONE THE WAY OF THE DODO."

"GONE ARE THE DAYS OF JOKES ABOUT WIVES AND GIRLFRIENDS NOT UNDERSTANDING GAMERS."

"WOMEN MAKE UP A SIGNIFICANT PERCENTAGE OF THE GAMING POPULATION."

"IT'S SO GREAT!"

"GAMERS SHUNNED BY SOCIETY? NOT THESE DAYS."

"YOU COULD EVEN GET AWAY WITH GAGS ABOUT THEM BEING CALLED SATANISTS BACK THEN!"

"IT WAS A PLAUSIBLE SCENARIO."

"NOW GAMERS ARE THE COOL KIDS!"

"A SMART, FUN, POPULAR DIVERSE CROWD!"

"A DIFFICULT TO DENIGRATE, CARICATURE, OR STEREOTYPE GROUP AS DISPARATE AND COLORFUL AS SOCIETY ITSELF!"

WOW! WHO'D EVER HAVE BELIEVED IT WOULD ALL TURN OUT LIKE...

I MISS IT SO MUCH! MY JOB WAS WAY EASIER BACK THEN!

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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

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SPOTLIGHT ON

GTM
GAME TRADE MAGAZINE #240
GTM contains articles on gaming, reviews, game related fiction, and will contain games and game modules, along with solicitation information on upcoming game and hobby supply releases.
GTM 240...\$3.99

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SPOTLIGHT ON

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In Tiny Towns: Fortune, the creatures of the forest have prospered under your leadership, and the town is thriving! With the new prosperity, comes wealth and fortune, along with the ability to create in new and exciting ways! Tiny Towns: Fortune introduces a new game, along with new buildings, featuring new shape combinations and abilities. The buildings you use and interact with your allies in ways that create exciting strategic combinations. All of these are completely compatible with the previous Tiny Towns buildings and the coin system is easy for any player to pick up and add to their strategies!
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ABG ARPG00...\$50.00

ARCANE TIMMEN

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The past is bloody, but the future is bright. Something evil has stirred in a tiny desert town. A gruesome crime scene Delta Green to the haunted desert. Bodies have been brutally murdered. Every word turned into the shrill wail of the insanity of the killer and, to Delta Green, the urgency of the investigation: HOME DAGON HOME! THANDLER SEA TO THE SEA. Scheduled to ship in December 2019.
APU 8138...\$14.99

ARES GAMES

THIS WAR OF MINE: DAYS OF THE SIEGE EXPANSION
In Days of the Siege players are engulfed in an open conflict happening inside the city. The days of siege are over, but have decided to infiltrate Pogroms and engage the occupying forces in the last desperate attempt to take over the city. During these intense acts of the campaign players will have to find a way not only to survive, but also to handle the chaos and brutality of war. Additionally, the module featuring children will enable players to take their experience to a new level, while new locations will teach every Scenario and Campaign from the base game. Scheduled to ship in January 2020.
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FEATURED ITEM

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The 7 Wonders Wonder Pack introduces four new Wonder boards that players can develop with the base game. The new Wonder boards include Abu Simbel, The Great Wall, Stonehenge, and Monks of Pi.
ASM SEV14...\$14.99

FEATURED ITEM

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Baby IQ is the ultimate game to learn facts about pregnancy and babies. It comes with 400 multiple-choice questions.
ASM HES918...\$19.99

FEATURED ITEM

BANDIDO
A high-security prisoner is trying to escape through tunnels starting underneath his cell. Will you be able to join forces and cards to stop him? Scheduled to ship in January 2020.
ASM HES908...\$12.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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SHADOWRUN RPG: 6TH EDITION CUTTING BLACK

CAT 28300 \$44.99 | Available Spring 2020!

In the past decade, many *Shadowrun* books have followed a similar development path—as the line developer, I put together an idea, pitch it to management, then hire writers to flesh out the outline. It's a process that works, but it's not the *only* process that works, and it can be fun to experiment with new ways of doing things to see what happens.

Cutting Black started when *Shadowrun* writer RJ Thomas approached me with an idea to do a book about Detroit. The pitch had some intriguing elements, but it came in a tricky area — we don't do too many print books focused on one city (besides Seattle), so the idea was going to have trouble finding a niche. It could be an e-book, but if we wanted to make a print book, it had to offer something more. RJ and I talked about some of our favorite *Shadowrun* plotlines — the Universal Brotherhood, Renraku Arcology, Bug City, and such — and what made them special. Could we do something with this Detroit plotline that made raised it to a high level? That was the tough question, and we kept trying to answer it over the course of conversations and e-mails.

While we were making progress on that front, *Shadowrun, Sixth World* was moving forward, to the point where I needed to plan the books that would follow the core book's release. Catalyst's owner, Loren Coleman, encouraged me to make a plot book that would follow the core book and provide memorable events that would stick with players. Could we make the Detroit plot fit the bill? I scheduled some meetings at Gen Con 2018 to try to figure it out.

For me, Gen Con 2018 will be remembered as the Con of Excellent Meetings. All Gen Cons have meetings (I understand some people there also play games. That's foreign to me). Not all meetings are equal — some meet their purpose, some spin their wheels, some trudge to weird and uncertain conclusions. In 2018, one meeting after another exceeded my expectations, and I came out excited to work on the plans we made. One of these meetings was with RJ, and the conversation steered us to some really exciting elements for the plot line. I took those to Loren, and he said: Give me more. So we threw a few more ingredients into the stew that was on its way to becoming *Cutting Black*.



SHADOWRUN RPG: 6TH EDITION 30 NIGHTS

CAT 28400 \$39.99 | Available Spring 2020!



I don't want to give away all the plots and twists and turns we ended up putting in that book, so I'll focus on one. We knew the plot needed chaos, a sense of things spiraling out of control, and the horror that comes with the familiar being made alien and unfamiliar. We wanted to take some sense of safety from players while letting them still use the skills and tools they have built up.

What if we did something as simple as taking away electricity?

In the real world, looting hit the city of Caracas this year in the fifth day of a blackout. In New York in 1977, looting started within hours of the power going out. The removal of this simple thing can tear the fabric of society. Knowing that, we wondered what would happen if power went out in cyberpunk cities that are even more power dependent than our day? What if the blackout came with strange events such as wandering creatures and dark spirits? Would that deepen the terror?

This blackout concept — and the circumstances surrounding it — became a key part of *Cutting Black* (and a prime inspiration for its title), and I was so interested in exploring the concept that I pitched an accompanying campaign book called *30 Nights* to plunge players into the middle of a massive blackout. This book focuses on one city (Toronto) going through a month-long blackout, giving players mini-adventures for each night. The plot strands and characters of the nights intertwine, giving gamemasters a chance to weave a rich story and build tension as the nights go along.

There's an important hitch to this plot we needed to deal with. Some *Shadowrun* characters, namely deckers and riggers, depend on electricity to do their jobs. What could they accomplish in a blacked-out city? That question led to the development of new concepts and fun ways to engage characters, including strange vans broadcasting Matrix signals in the middle of blacked-out neighborhoods and impromptu networks of technomancers springing up to facilitate wireless



communication. Everyone has something to do in the blackout — they just have to be creative in figuring out how to do it.

There was one more puzzle piece to throw in, but not one that would finish the puzzle. At least, not right away. The idea was to see how the plotline could set up plotlines to come. *Cutting Black* has resolutions, but it also has secrets, mysteries that are not solved by the end (much like *Universal Brotherhood*, one of the classic sourcebooks we kept thinking about). These elements will have continuing repercussions as future books come along.

All this plot planning comes with two elements: First, is the storyline cool? Second, does it give players something interesting to do? A compelling storyline that leaves the players watching it unfold from the sidelines is not what we're looking for. When chaos erupts, the players have to be in the middle of it — ideally, with a chance to do something about it. Maybe they'll make things better, maybe they'll make them worse, but either way, they should play a role in uncovering secrets, figuring out who learns about them, and determining how those secrets will play out. They may not change the entire world — in *Shadowrun*, the runners are far from the most powerful people in the world, so they can't always shape it—but they can make some small changes that might make the world a little more bearable, or that might lay the foundation for something bigger.



Some of the fun is figuring out just where this will go. We know the immediate next steps, including the next plot book, which will be called *Slip Streams* and will pick up directly on one of *Cutting Black*'s big mysteries. Other elements remain hazy but figuring out the end-game is part of the fun in pursuing the story.

In the end, I come back to the common thread we saw in role-playing sessions we liked, of *Shadowrun* or any other game: adventures where we are pushed to the limit and have to figure out some way to survive, or maybe even win. We hope *Cutting Black* and *30 Nights* provide several crises that force players to think hard about how their characters will survive and push back the darkness of the Sixth World, even if only a little.

...

Jason M. Hardy is the *Shadowrun* line developer for Catalyst Game Labs and oversaw the development of both the fifth and sixth editions of the game.

Sherlock Holmes

CONSULTING DETECTIVE 

The Baker Street Irregulars - New Mysteries in Olde London

SHERLOCK HOLMES: CONSULTING DETECTIVE: THE BAKER STREET IRREGULARS

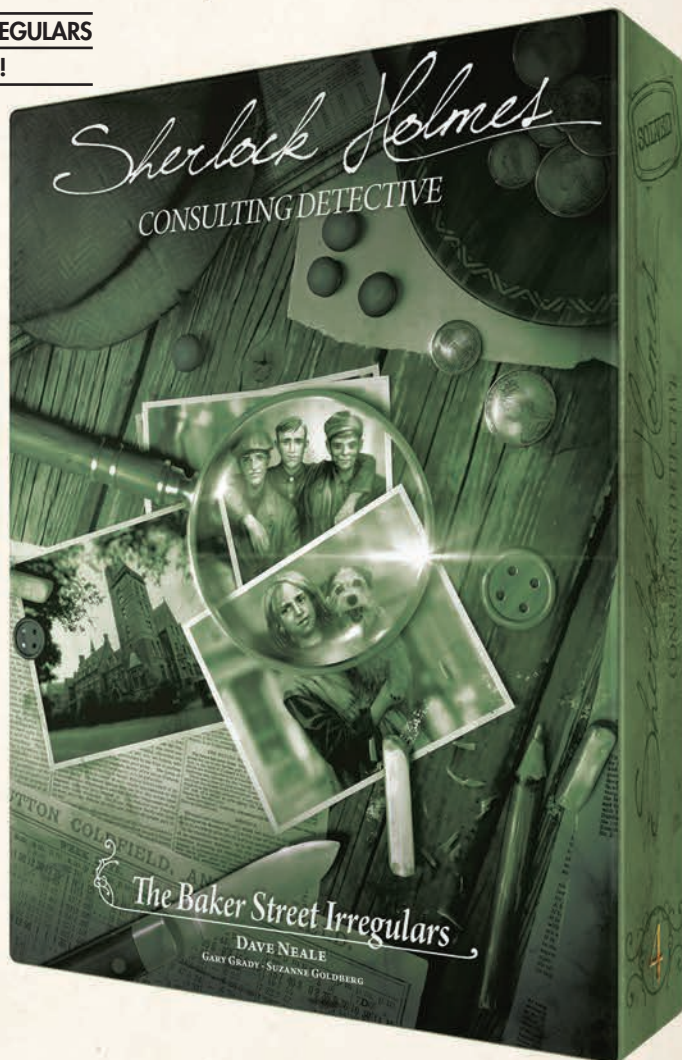
ASM SHEH05 \$49.99 | Available Q2 2020!

The cobblestone streets of London are lit by nothing more than flickering gas lamps. A cloak of fog descends on the city and envelopes it. Somewhere, not too far off in the distance, a scream rings out. A horrible crime has been committed, and the game is afoot. In the days before DNA and CSI, it took a superior mind to read the clues, assess the facts, and follow the leads to their natural conclusion. In the *Sherlock Holmes Consulting Detective* series of games, you can match your wits with the world's greatest detective and take some master criminals off the streets. With *Sherlock Holmes Consulting Detective: The Baker Street Irregulars*, the upcoming fourth release in the series, you and Holmes are in for the greatest mysteries yet!



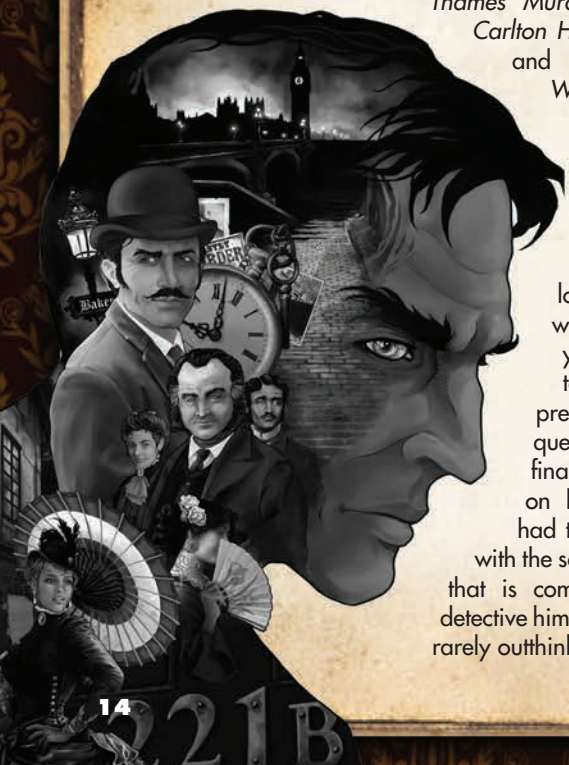
In the past, Holmes (with your help) has solved cases of murdered soldiers, stolen works of art, and even caught the notorious Jack the Ripper. The previous entries in the series — including *The Thames Murders & Other Cases*, *Carlton House & Queen's Park*, and *Jack the Ripper & West End Adventures* — all task you with

reading the details of the case, traveling around the city to talk to witnesses and suspects, and looking for clues everywhere. When you think you know the solution to the case, you are presented with a series of questions to answer and, finally, the solution. Based on how many leads you had to follow in coming up with the solution, you get a score that is compared to the master detective himself. Don't feel bad if you rarely outthink him; it's no easy task.



One of the most exciting elements of the *Consulting Detectives* games is how closely they mimic the feel of the original stories. It's like being by the side of Holmes, but where your actions make an impact in solving the case. No details are too small to overlook. You have to pay attention to what characters are doing and saying and assess what their motivation might be.

The Baker Street Irregulars adds 10 new, never-before-seen, case files and a unique immersive experience. In the works of Sir Arthur Conan Doyle, the Baker Street Irregulars were street urchins who worked as assistants and informants for Sherlock Holmes. Just like the stories, you play a member of the gang, joining characters like Wiggins, Simpson, and Tinker, as you work on a whole new set of crimes. The cases in this edition focus less on murders, and more on mysteries and thievery. You could call them more family-friendly, but they're still tough as nails! These cases were written by Dave Neale, a Sherlock Holmes expert, so you can be sure that the mysteries will have an authentic feel to them.





As with the other entries into this series, *The Baker Street Irregulars* stands alone. You don't need to have completed any of the other games to fully enjoy the mysteries in this edition. If you are new to the world of *Consulting Detective*, there are some useful tips included to help you get started in your case, including how to best use the newspapers, directories, and map. If you find yourself stumped on a case, you can always visit 221B Baker Street to get a hint from Holmes himself.

The first four cases in the game are independent of each other and can be played in any order you wish. Cases 5-9 all relate to Case 10 and should be played before tackling the final one, ideally in chronological order. The game is linked throughout with an arching storyline. Your decisions, suspicions, and conclusions will all take on more weight in this exciting story.



This new addition makes use of the classic tools of the detective, including a map of London, a directory of the city, a list of informants who may be able to spill the beans on a case, and 10 newspapers that may have clues pertinent to the case you're working. Each case comes with a booklet introducing you to the mystery, the characters, and the clues at hand. From there, you travel through the city and come up with a solution (hopefully before Holmes).

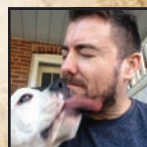
The Baker Street Irregulars also adds the use of letters into your investigations. While following leads, you may be instructed to circle a letter on the back of the informants list. Having a letter circled can mean the difference between a lead gaining you valuable information, or just coming to a dead end. For example, as you research your case near Hyde Park, the booklet may inform you to circle the letter F. At another point in the city, a lead you follow may tell you to proceed only if you have the proper letter circled on the back of the informants list. Steps you take earlier in the investigation have an impact throughout the game. This new element adds layers to your case and offers an even more immersive experience than before.

The Consulting Detective series of games are stories that you can play and live. *The Baker Street Irregulars* transports you back to Victorian London like never before. So grab your Deerstalker hat and your magnifying glass, and remember, no matter how much you trust someone, everybody is a suspect!

Sherlock Holmes Consulting Detective: The Baker Street Irregulars will be in your FLGS in early Q2 2020.

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Sean has been working in the board game industry for the last ten years. He started as a Game Guru at Snakes & Lattes in Toronto and has worked for Asmodee, CMON, Burnt Island Games, Kids Table Board Gaming, and Synapses Games. Currently, Sean is the Managing Editor of *The Daily Worker Placement*.



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Scan to Connect

We're thankful to everyone who has played with us over the years and for the new friends we discover each and every day. This year is going to be an exciting one as we celebrate this landmark anniversary together.

Keep an eye on our social media channels for information about upcoming events and celebrations.



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3-4 PLAYERS AGES 10+ 60 MINUTES

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DC HEROCLIX: JUSTICE LEAGUE UNLIMITED BOOSTER BRICK		
WZK 73979	\$129.90	Available April 2020!
DC HEROCLIX: JUSTICE LEAGUE UNLIMITED DICE AND TOKEN SET		
WZK 73982	\$9.99	Available April 2020!
DC HEROCLIX: JUSTICE LEAGUE UNLIMITED STARTER SET		
WZK 73980	\$34.99	Available April 2020!

When it comes to signature teams in the DC Universe, the one that first comes to mind for many is the Justice League. Nowhere was the breadth and scope of the Justice League more apparent than in the Justice League Unlimited animated series — and, for the first time since our *DC HeroClix: Batman the Animated Series* set, we're returning to the world of DC Animation with our latest *DC HeroClix: Justice League Unlimited* set!

Featuring signature heroes and villains from the historic series, Justice League Unlimited has an overarching theme of teamwork, whether from the core 'Big 7' members of the League, the villains of the Injustice League, or from the many heroes who united over various episodes of the landmark series to defeat the forces of evil. Today, we're going to look at three figures from the set that display the Team Up mechanic to the set, allowing for even more customizable teams for you to play with. Team up cards will be included in select boosters, and there are multiple version to collect for many different characters.

One thing of note with regards to using the team up cards — default cards must be present at force reveal, but after forces are revealed you can replace a game element's default game card with one of the alternate Team Up cards. However, you cannot use a Team Up card if any characters on your starting force share a name — sorry all Batman teams!

Up first is one of the most powerful members of the Justice League, Wonder Woman! Diana, on her base card, features stats that will break through any damage reduction, as well as powers such as Invincible, Empower, Super Strength, and Charge. She possesses two traits on

both her base card and her team up card. The first, called Justice League Unlimited, allows Diana to roll a d6 at the beginning of the players turn. If they roll a 6, they can remove an action token from another friendly character with the Justice League keyword that's 100 points or less. Additionally, both have a trait called Princess of Themyscira, which reduces ranged damage Diana takes to 1 — if she can draw a line of fire to the target attacking her.



WONDER WOMAN™ TEAM UP 009.03

REAL NAME: DIANA

TEAM UP: BATMAN™ If the listed friendly character is on the map, Wonder Woman can use Stealth and has "FREE": If you occupy hindering terrain, move up to 2 squares. (After revealing forces, you may replace a game element's default card with an alternate card. You can't choose a Team Up card if any characters on your starting force share a name).

JUSTICE LEAGUE™ UNLIMITED At the beginning of your turn, roll a d6. If you roll a 6, remove an action token from another friendly character with the Justice League keyword that's 100 points or less.

PRINCESS OF THEMYSKIRA Wonder Woman takes a maximum of 1 damage from range attacks if she can draw line of fire to her attacker.

WE ARE AMAZON WARRIORS BORN! (Hypersonic Speed)

WANT TO TEST ME? (Charge)

HERA, GIVE ME STRENGTH! (Super Strength)

ENOUGH! (Quake)

LIKE THAT'S GOING TO WORK! (Invincible)

CENTURIES OF TRAINING (Combat Reflexes)

NO DATING FOR THE BATMAN™... (Leadership)

...IT MIGHT CUT INTO YOUR BROODING TIME! (Empower)

POINT VALUE: 90

HEROCLIX

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NO DATING FOR THE BATMAN™... (Leadership)

...IT MIGHT CUT INTO YOUR BROODING TIME! (Empower)

POINT VALUE: 90

HEROCLIX

With this particular Team Up card, Wonder Woman gains the trait Team Up: Batman. This trait states that if a friendly character matching the team up name (in this case, everyone's favorite Dark Knight Detective) is on the map, Wonder Woman can in turn use Stealth. Additionally, if she occupies hindering terrain, as a free action she may move up to two squares. Beyond just Batman, Wonder Woman also has cards allowing her to team up with Superman, Green Lantern, The Flash, and many others!

Next up is one of the most notorious villains in the DC Animated Universe, Lex Luthor! The leader of the Injustice League, Lex is a character the grants you



WONDER WOMAN™ TEAM UP 009.03

REAL NAME: DIANA

JUSTICE LEAGUE™ UNLIMITED At the beginning of your turn, roll a d6. If you roll a 6, remove an action token from another friendly character with the Justice League keyword that's 100 points or less.

PRINCESS OF THEMYSKIRA Wonder Woman takes a maximum of 1 damage from range attacks if she can draw line of fire to her attacker.

WE ARE AMAZON WARRIORS BORN! (Hypersonic Speed)

WANT TO TEST ME? (Charge)

HERA, GIVE ME STRENGTH! (Super Strength)

ENOUGH! (Quake)

LIKE THAT'S GOING TO WORK! (Invincible)

POINT VALUE: 90

HEROCLIX

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WANT TO TEST ME? (Charge)

HERA, GIVE ME STRENGTH! (Super Strength)

ENOUGH! (Quake)

LIKE THAT'S GOING TO WORK! (Invincible)

POINT VALUE: 90

HEROCLIX



a wide variety of options and choice as you play. Across all 5 clicks of his 50-point dial, Lex has a special power on his attack called Custom-Made Ray Technology. This allows you to choose one of the following to use this turn — Penetrating/Psychic Blast, Precision Strike, Ranged Combat Expert, or Improved Targeting: Hindering Terrain. Dependent upon your situation, this will allow you to use any number of those powers in conjunction with Lex's base powers of Outwit, Running Shot, Sidestep, and more. He also has a trait called Injustice League which operates similarly to Wonder Woman's Justice League trait with one distinct villainous twist — at the start of the players turn, they can roll a d6. And, if a 6 is the result, they're able to add an action token to an opposing character that's 100 points or less!

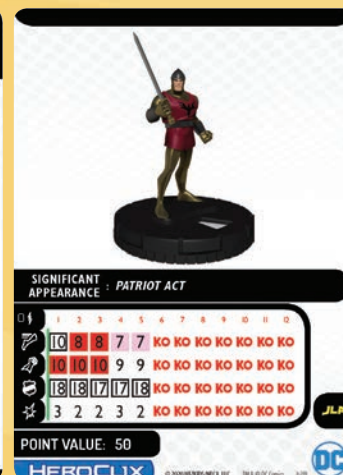


One of the characters Lex is able to team up with via a team up card is the Ultra-Humanite. If the Ultra-Humanite is on the map and friendly to Lex, Lex can use Mind Control! Outside of the Ultra-Humanite, Lex can also team up with The Cheetah, Solomon Grundy, and some other DC ne'er-do-wells!

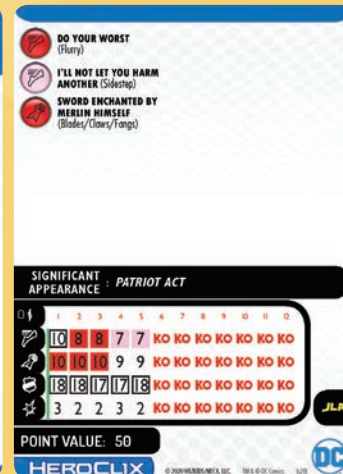
One of the best parts of the Justice League Unlimited animated series was the wide variety of characters that showed up on the series. One of the more obscure characters was the Shining Knight, a member of the Seven Soldiers from the past. Sir Justin carries a five click 50-point dial, with two special powers and a trait. Like many of the heroic



characters in this set, he has the Justice League Unlimited trait, which operates identically to the one described in Wonder Woman's preview. Additionally, Shining Knight has the special movement power on his first click called To Me, Winged Victory, which gives him use of both Charge and Flight. He also has a special defense power on his entire dial called I Would Gladly Offer My Life to Protect Those That Can't Protect Themselves. This power grants Shining Knight the ability to use both Defend and Toughness. Additionally, when a friendly character that is adjacent to Sir Justin is missed by an opponent's attack, after resolutions you may heal Shining Knight of one click of damage.



His team up card is one that puts a twist onto things from what we've seen previously. Called an 'Episode Team Up', this type of team up calls for a specific team to be assembled. In this case, the team called for includes not only the Shining Knight, but also the Crimson Avenger, Green Arrow, Speedy, Stargirl, S.T.R.I.P.E., and Vigilante. When that force is assembled, the attack rolls of Shining Knight and those characters listed have a minimum value equal to the number of those characters that remain on the map — with the exception being a roll of two ones which is still a critical miss. Additionally, if all those characters are on the map, they and Shining Knight have the Outsiders team ability which can make an opposing (or friendly) characters unable to modify their combat values!



There you have it! Three different takes on how Team Ups are going to work with the new Justice League Unlimited set. We're truly excited for the set to release, and to have another opportunity to bring exciting new figures from a storied place like the DC Animated Universe. Enjoy, and until next time, may all your rolls be sixes, and your team ups be Unlimited!

FIVE FANTASTIC HOMEBREW VARIANTS FOR CLANK!

TRY THESE TWISTS ON THE CLASSIC DECK-BUILDING ADVENTURE



CLANK! A DECK-BUILDING ADVENTURE

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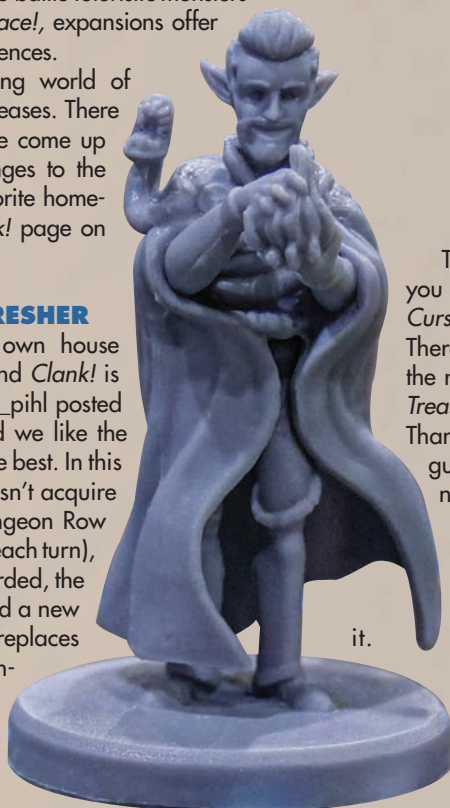
Since its release in 2016, *Clank!* has been a favorite of gamers everywhere, thanks to its unique mashup of deck-building and dungeon crawling. Whenever your party of adventurers delves into *Clank!*, you never know what fate awaits you, thanks to the variability of the Dungeon Deck. Will someone grab the closest artifact and make a mad dash back to the surface? Or will you all try to make it to the deepest part of the dungeon, seeking the high-risk and high-reward artifacts and major secrets?

Several expansions for the original *Clank!* base game have already been released, keeping the tried-and-true *Clank!* formula fresh and fun for newbies and veterans alike. New cards, game boards, mechanisms, and challenges are found in every expansion. From running around a pyramid and trying to dodge the mummy in *The Mummy's Curse* to going into outer space to battle futuristic monsters in the standalone *Clank! In! Space!*, expansions offer players new and exciting experiences.

Best of all, the ever-growing world of *Clank!* isn't limited to official releases. There are devoted *Clank!* fans who've come up with their own innovative changes to the game. Here are five of our favorite homebrewed variants from the *Clank!* page on boardgamegeek.com.

DUNGEON DECK REFRESHER

Many gamers have their own house rules for their favorite games and *Clank!* is no exception. BGG user [martin_pihl](#) posted a few of their house rules, and we like the ever-changing Dungeon Row the best. In this variant, whenever a player doesn't acquire or defeat something in the Dungeon Row (the six face-up cards available each turn), then the right-most card is discarded, the other five cards shifted right, and a new card from the Dungeon Deck replaces This guarantees new companions, items, or monsters every turn, but beware: it also increases the chances of the dreaded Dragon Attack!



it.

CLANK! IN! SPACE!

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MORE SUNKEN TREASURES AND MUMMY'S CURSES

This simple change suggested by BGG user [1qwerty](#) will have you enjoying the best parts of the *Sunken Treasures* and *Mummy's Curse* expansions quickly: sort the base game deck by card types. There are doubles of many cards, so split the deck into two and sort the rest by type or cost. Take each deck and add one to the *Sunken Treasures* expansion and the other to the *Mummy's Curse* expansion. Thanks to this variant, whenever you play either expansion you'll be guaranteed to draw plenty of expansion cards and see more of the new game play.

MULTIPLE ATTACKS

In both *Clank!* and *Clank! In! Space!* whenever you draw multiple dragon/boss attack cards you perform one attack and pull cubes based on the Rage Track, ignoring the extra attacks. BGG user [ejwrobel](#) suggested a variant that increases the threat without totally overwhelming the players. For each additional attack card, simply draw one extra cube from the bag. So, if two attack cards showed up in the Dungeon Row and the Rage Track was at three cubes, then pull four cubes total (the first

attack card launches the three-cube attack and the extra attack card adds one more cube). It's an easy way to spice up those attacks as you're adventuring around the dungeon.



CLANK! IN! SPACE! SOLO ADVENTURES

One of the best features of *Clank!* and *Clank! In! Space!* is the ability to play the game solo, thanks to the official (and free) Renegade Companion App. Thanks to BGG user SR2017 once you finish the official *Clank! In! Space!* solo campaign on the app you can continue your space adventure with three more terrific solo quests.

Resistance Rescue, Science Gone Mad, and An Uno Story all have engaging background stories, clear mission briefs, and detailed setup instructions to get your game running quickly and smoothly. A clever menu system ensures no spoilers are revealed as you journey through each story.

SUPERCLANK!

Why play just one board when you can expand the dungeon with up to two other boards? In the SuperClank! variant you use the main base game board (or replace it with one of the Expeditions boards) along with the *Mummy's Curse* and/or the *Sunken Treasures* boards. BGG user Stereosmiles assembled this set of rules that uses all of the Dungeon cards of the base game and whichever expansion you choose. You'll teleport from one board to another via the hand symbols on each board. Of course, you're not just traveling between boards with no additional objectives; in this variant you're now required to collect two artifacts before you can make your escape. You can leave on any board, but you only get your 20-point escape bonus if you exit on the main board. The Super-Clank! rules extends the game time and increases the chances that a player can run out of cubes. For those of us who can't get enough *Clank!* it's the perfect variant.

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Ruel Gaviola is a writer, podcaster, and content created based in Southern California. A regular contributor to *Geek & Sundry*, *The Five By*, *iSlay-theDragon*, *That Hashtag Show*, and other websites, he's also on the Board of Directors for the Tabletop Writers Guild and on the American Tabletop Awards committee. When he's not playing board games, he's writing, traveling, or enjoying a date night with his wife. Connect with him on Twitter @RuelGaviola and find links to his work at ruelgaviola.com.





TAPAS

Board Game Night

FEATURING POCKET-SIZE BETRAYALS!

Sometimes Game Night allows for a monstrous game sack you can heft onto your shoulders like you are exploring the Yukon. Other times you choose games based on what will tuck nicely into a coat pocket or fill an empty nook of a mini backpack: *The Small Game*. Compact, often more casual fare, the small game is most often thought of as a filler, rather than a full gaming meal. But then, who doesn't like a good tapas restaurant? Through sessionable multiple plays or the stringing together of an assortment of small games, you can have a rich and varied evening that will satisfy any gamer... or gamer-adjacent loved ones.

Why not start with a reverse of *Clue™*, where the object isn't to find out "who done it"... because you ALL did! Indeed, the Chief Inspector has discovered "somewhat troubling evidence" that the old miser in question was stabbed, poisoned, shot, strangled, bludgeoned and thrown out of a third story window. In *J'ACCUSE!* (SND 0029, \$29.99), everyone at the table is guilty of murder, but only one of you at the table need pay the price.

This is a game of implicating others, passing around incriminating evidence and accusing one another of doing the old man in.

Every round, three pieces of Evidence are placed on the table, a Motive, a Weapon and an Opportunity. While in front of another player, they are simply "Suspected Evidence" and are easily moved from player to player. This happens through a simultaneous, hidden player vote that sends each piece of evidence from its current location to a player to the Left, Right or Across the Table. However, if the vote is tied or if the most votes are cast for



"J'ACCUSE!", the evidence is not passed, but instead becomes hard evidence against the player is lies in front of — assuming that the Inspector happens to be looking for that *type* of Evidence this round.

In the end, enough evidence will be forced upon a single player to make a solid case against them... leaving one loser and a table full of winners who got away with MURDER!

A great card game for 3-6 players, *J'ACCUSE!* delights with the opportunity to act out in character, join in the finger pointing and the shouting out of a well-timed, "J'ACCUSE!"



For your second dish, how about a taste of *The Deadlies* (SND 0070, \$14.99)? This delightfully simple card game is themed on the seven deadly sins, where players try to rid themselves of all their wickedness (their cards) as quickly as possible — while at the same time doing their damndest to fill the hands of their opponents with more. Empty your hand three times

to win, reducing your new starting hand from 6 to 4 to 2 every time you do.

But the star of this game is the adorably edgy illustrations of the Seven Deadlies — and the unique powers they unleash when they are the topmost card played. WRATH ping-pongs a flurry of card drawing between you and a target





opponent until one player cannot or will not continue. GLUTTONY has you stealing a card from another player or drawing three from the deck. Seems like a bad idea, but you get to immediately play again, which allows you to mill the deck for the card or combo you need. Perhaps that card is ENVY, which may allow you to swap the massive hand you now have with an opponent's hand. PURITY, of which there is only one in the deck, allows you to pick up the HALO card from the table and hide it in your hand. If you can manage to play it on your next turn, your hand is completely discarded. But of course, this makes you a target for GLUTTONY and ENVY.



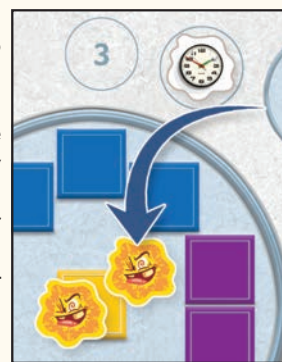
At just 30 minutes, the desire for revenge will power players through multiple games. *The Deadlies* is a classic 'take that' style game that will please all audiences, debuting in March!

Next up, the small but highly reactive board game, *BIOTIX* (SND 0063, \$19.95). The players are all lab assistants, trying to grow a culture of highly unstable, wildly volatile microbes... while sabotaging the work of others, by pushing their microbe populations to bio-react and explode in all sorts of fun ways.



Quick, light, and approachable, this game for 2-5 players has players drawing cute microbe meeples from the specimen bag, two at a time. You can choose to place them into your petri dish for points - or you can place them into an opponent's petri dish, trying to overpopulate the particular species and blow them up. The trick is, the most valuable BIOTIX are also the most volatile. As a result, one's score is always in question. As you gain a higher potential score, you become more at risk of losing it all in a chain reaction explosion.

For example, you may wish to avoid a Yellow Explosive Biotix, giving it to another player even though it is worth a whopping 15 points. Yellow overpopulates as soon as you have more than one - forcing you to trash all your Yellow and give away three other Biotix from your petri dish. However, once the Timer token is placed in the bag, the round could end and be scored as soon as it is drawn back out. Do you risk holding a Yellow Biotix, hoping it can be scored before an opponent nukes your points?



BIOTIX is both a great beer-n-pretzels style game as well as great for family play, making it a great choice to pack along.

Whether it is one of these games or other compact favorites like the *Tiny Epic* line, *Welcome to the Dungeon* or *Star Realms*, small games can go anywhere and be enjoyed as more than mere filler. They can be a broad assortment of delicious flavors you can enjoy all evening. So next time game night rolls around, try an evening of TAPAS. You'll be glad you did.



Curt Covert is the owner of Smirk & Dagger Games. A seventeen-year veteran in the industry and the inventor of *Cutthroat Caverns*, *Hex Hex*, and *Nevermore*, just to name a few. His new line, *Smirk & Laughter*, has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.



Blood & Plunder

28 MM HISTORICAL MINIATURES GAME

Set during The Golden Age of Piracy

Prepare for new adventure on the Spanish Main! This expansion to the original *Blood & Plunder* line-up will allow you to take control of new groups that existed within the seventeenth century Caribbean. Sail the seas as the powerful Dutch Republic or explore new scenarios as the feared Darien Natives! You can also bolster your existing Blood and Plunder armies with the land and sea European Forces army boxes.

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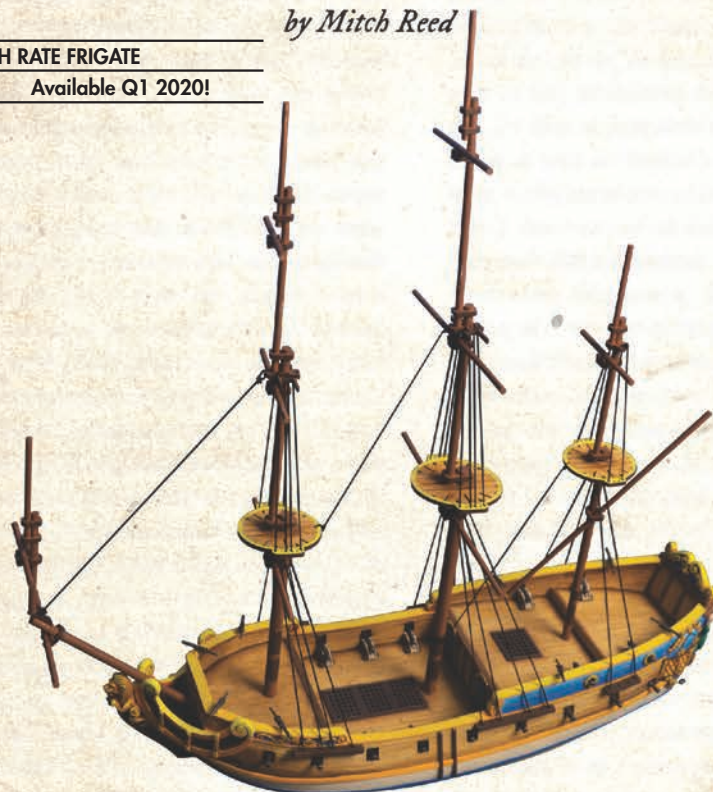
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THE 6TH RATE FRIGATE

by Mitch Reed

BLOOD & PLUNDER: 6TH RATE FRIGATE

FGD 0108 PI | Available Q1 2020!



The new 6th Rate Frigate for **Blood & Plunder** is a great addition to the game and players will quickly see how the “Wooden Dreadnought” is a ship that brings a lot of firepower to the table and headaches to your opponent.

The History of THE 6TH RATE FRIGATE

Boasting up to 28 guns on a single deck the 6th Rate was a fast warship that could pack a punch. It was designed to crush any smaller sized ship and run away at speed from larger ships. They were used by fleets for scouting duties, commerce raiding, and coastal patrols due to the ships shallow draft. Many of these ships also were used to hunt pirates and, in some cases, utilized by pirates when captured. The average 6th Rate had a displacement of 500 tons and a crew of up to 240 officers and sailors and could roam the seas for an extended period of time. A generation later the HMS Surprise which was featured in the movie and book series Master and Commander is a great example of how a 6th Rate operated on the open seas.

THE QUEEN ANNE'S REVENGE

The model for the new 6th Rate was based on what Edward “Blackbeard” Teach’s ship Queen Anne’s Revenge may have loomed like. The exact details to the origins of the ship are unclear, it was believed that she was built in Bristol England in 1710 and was later captured by the French who re-named her the Le Concorde. The 200-ton ship was captured by Teach in 1717 and he used it to attack merchant ships in the Caribbean and as far away as the coast of Africa. In 1718 Teach used the ship to blockade the port of Charleston in the Americas where the ship ran aground and was abandoned.

The 6th Rate IN BLOOD & PLUNDER

The 6th Rate is not the biggest ship in the game, that honor belongs to the Galleon. While the Galleon was originally designed to be an armed commerce ship, where the 6th Rate was built to be a ship of war. This is reflected in the cost of the ship, a 6th Rate will cost you 29-points to add to your force to the 25-point cost of the Galleon. While both ships carry up to 28 cannons, the 6th Rate is faster and is much more maneuverable than the Galleon. The only drawbacks as compared to its sister is that the Galleon can take a bit more damage and the 6th Rate is limited to how many heavy cannons it can carry due to its limited deck space. Even with kitting out the 6th Rate out with medium cannons at 10-points per pair, the ship is still a beast and can take on any other ship in the game. Players who use the 6th Rate should sure you take enough crew made up of naval personnel that have the Expert Artillery Crew and the Sailors special rules that will keep your ship in fighting trim and a naval commander with the Broadside special rule or any other dedicated rules for ship combat. Probably the best way to use the ship is to leverage its cannons at range to pummel your enemy and only use boarding actions as a last resort. I feel players will love this new ship and I cannot wait to get mine on a table.

Designing the Fairytale Mash-ups Expansion for *Once Upon a Time*



ONCE UPON A TIME: FAIRYTALE MASH-UPS EXPANSION

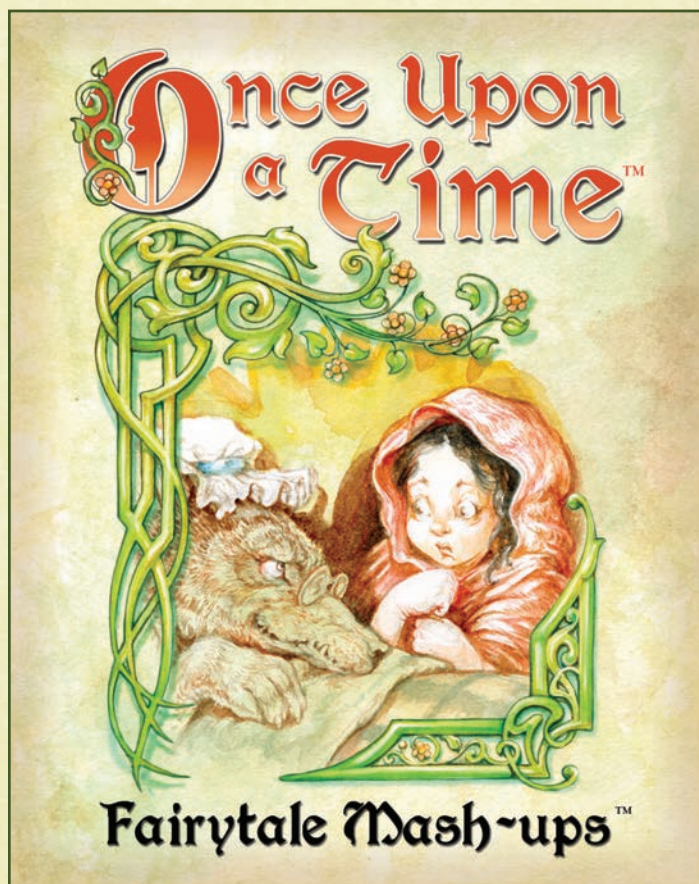
ATG 1037 \$12.95 | Available Now!

Once Upon a Time is a collaborative and competitive storytelling game that's almost thirty years old. In *Once Upon a Time*, each player takes turns telling the story based on cards from their hand. When cards are integrated into the story, they are played on the table. When a player chooses to pass, begins to ramble, mentions a story card held by another player, or is interrupted with a card, the next person at the table picks up the story. To win the game, play all of your story cards and steer the story to the ending card held in your hand!

Once Upon a Time was first published in 1993. Now in its third edition, this game is still a favorite in homes, libraries, and conventions. *Fairytale Mash-ups*, the newest expansion for *Once Upon a Time*, came out in November. In this article, designer Richard Lambert describes the process of bringing the idea to life.

Creating a *Once Upon a Time* expansion that mixes together the canonical elements from the best-known fairy tales is an idea that publisher Atlas Games and we designers have bandied around a number of times over the years. To a certain extent, mashing up fairytale canon is the whole idea behind *Once Upon a Time*. But where the core game broadens many traditional fairytale elements, we wanted to do an expansion that directly invokes characters and ideas like the Gingerbread Man, Humpty Dumpty, and a Beanstalk, as opposed to referencing more generic story elements like This Can Talk, Transforming, and In the Sky. Out of a number of recent (and forthcoming!) *Once Upon a Time* projects, *Fairytale Mash-ups* was one that I picked up to work on.

The *Once Upon a Time* design process usually starts by compiling a big list of possible story cards. Although the ending cards strongly define the types of stories that will be told with the expansion (because savvy players know that's where they need their stories to point in order to win), in this case I needed the story cards first because I had



decided that the endings should be interesting mixes of elements from different fairy tales, in order to encourage players to introduce those elements even when those cards didn't appear in their hands.

Cutting the long list down to the right number of cards can be a fiddly process. One usually ends up with groups of linked cards — such as The Three Bears, Porridge, and Goldilocks — in early big-list drafts. But removing one idea from any given grouping requires careful thought, because one must avoid making the remaining group-members too hard to use.

The number of story cards in a *Once Upon a Time* expansion is fixed at 35, for production reasons, and so this is the quantity the list was trimmed to. That said, expansion designers have latitude with the division of those 35 between the five different card types (aspects, characters, things, events, and places). For *Fairytale Mash-ups* I skewed the division substantially. I felt that it needed as many characters as possible, as it's the heroes and villains who most strongly define the stories in the source material.





After trimming to 35 cards and dividing them by type, I had to decide how to sort the cards of each type between standard story cards and interrupt cards. The ratio of one interrupt to three story cards is standard, so the total number needed of each type was not up for debate. When sorting, sometimes one wants to pick cards that are harder to use and make them standard elements, to balance them against the easier-to-use ones. Sometimes the choice is to pick more abstract cards that will be harder to illustrate to be interrupt cards, because interrupt cards don't require a picture. One simply works one's way through the list, trying to make the best choices possible.

Finally, it's important to check the draft list for cards that are duplicates of, or too similar to, existing cards from the core game or a previous expansion. As there are now nearly 300 story cards in print, this isn't the simplest task, though one of the advantages of having several people involved in the design process is that someone else will often spot an issue if you've used something that is too close to an existing card, even if you don't spot it yourself.

Finally, I got down to the job of writing the endings. This turned out to be a lot of fun. The ending cards always drive the stories in *Once Upon a Time*, and so writing the endings is where we make sure the players will have to mix together elements from the various fairytales included in the story card list. For game balance, we try to make sure that the element from each story card is included in the same number of endings. An extra problem with this expansion was making sure the endings were nicely wacky, mixing elements from different stories, but without making them too hard to use.

Playtesting was done with a number of different groups to vary the mix of players to get a range of reactions to the new set. As well as getting general comments, I like to count how often cards are used, in order to learn which cards *aren't* getting used, which is usually a clue about which ones players consistently find hard to incorporate, or unfun.



The story and ending card lists went off to Atlas Games and the other two designers a few times during the process for their comments. In the case of *Fairytale Mash-ups*, the process was fairly straightforward, and there weren't any wholesale changes, even though the lists were tweaked a number of times.

Once everyone was happy with the card list, the set went to art director Nicolas Gluesenkamp and artist Omar Rayyan. Nicolas was able to come up with some really clever ways of illustrating some of the more abstract concepts specified, and Omar did his usual brilliant job of creating truly lovely illustrations.

Once Upon a Time is available from your friendly local game store, along with its six expansions and a deck of Create Your Own cards. It plays 2-6 in about 15 minutes.

...

Richard Lambert is a co-designer of *Once Upon a Time* and a gamer for over forty years. He works in IT and lives in Coventry, UK with a cantankerous cat.



FREEDOM! AND

**EUROPE
DIVIDED**

TWO NEW GAMES BY

PHALANX

TO PLAY HISTORY IN DIFFERENT TIMES



FREEDOM!

AGS PHGA057 \$75.00 | Available Spring 2020!

Ares Games brings to a wider distribution two new games from PHALANX — the Polish publisher known for board-wargame hits like *U-Boot: the Board Game* and *Hannibal & Hamilcar: Rome vs Carthage*. Successfully funded on Kickstarter in 2019, *Freedom!* and *Europe Divided* will challenge players in two very different and original historical settings.



In *Freedom!*, depicting the siege of the holy city Messolonghi during the Greek War of Independence (1821-1829), one player takes command of the forces of the Ottoman Empire, attempting to breach the city before the end of the game or force the citizens to abandon it by getting their morale to reach zero. The other player, controlling the besieged Greek Freedom Fighters of Messolonghi, tries to withstand the siege and protect the city long enough for the invaders to abandon their attempt deciding to leave on their own or by their morale reaching zero.

The game allows the players to experience events from the historical siege of the city, allowing for many tactical intricacies as well as calling for various grander strategic decisions to be made both as the imperial forces and the city defenders. To facilitate these features, the game system utilizes an Action Card system to perform a given action (with each side having a different set of actions) or as a one-time action associated with a particular historical event or character. Players will need to adapt their strategy and maneuver their forces according to the changing circumstances of the siege.

The gameplay is highly asymmetrical, forcing each side to approach the game differently. The besieging player will experience first-hand all the hardships associated with the siege: the advancement of the infantry, sudden shortage of cannons in the campsite, the city defenders' raids, not to mention the rejected plea for help from his sovereign - the longer the siege, the more unfavorable his decisions.

EUROPE DIVIDED

AGS PHGA058 \$55.00 | Available Spring 2020!

On the other hand, the defending player will be exposed to constant difficulties in repairing walls, rationing supplies, and recruiting new troops from the civilian populace.

The game itself takes place on two maps: one showing the actual city and the forces involved in the siege, and the other covering the surrounding areas, highlighting the support that each of them provides to both players. With areas offering different types of supply to either faction, the approach towards the siege drastically varies between the two sides of the conflict.

Freedom! is a game for two players, but it's possible to play it as a single player game with the *Solo Mode Expansion*. In this mode the player controls the besieging Imperial Forces, while the game plays the defending Freedom Forces.

The setting of *Europe Divided*, the second new game, is much closer in time and brings an expansionist Europe, a resurgent Russia, engaged in a new "Cold War" to the tabletop. The game takes place over two periods, the European Expansion (1992-2008) and the Russian Resurgence (2008-2019), with each player controlling one of the two powers - NATO and the European Union or Russia, both managing conflicts of political and military influence. It's a tense strategy game, with no luck involved — just skill. Players score victory points by having dominant influence in contested countries in Central Europe, Eastern Europe, and the Caucasus. They can also score victory points by bringing key historical events to fruition. The player with the most victory points at the end of the two periods wins.



Europe Divided is rich with history and includes today's potential flashpoints, featuring a fast-playing card-driven core mechanism. Players use cards associated with countries they control to establish political and military influence, gain financial resources, and build and deploy their military presence. An elegant deck-manipulation mechanism weakens players' decks as they increase their influence, creating tension between seeking to expand and overreaching. Players also compete over key political events throughout the game.

Will the Velvet Revolution result in the split of the Czech Republic and Slovakia? How will the Bosnian War end? The players will decide the fate of history throughout this period of *Europe Divided*.

...

On sale February 2020!



STARTER DECK 11
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[DBS-SD11]



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[DBS-XD03]



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BOOSTER PACK
-UNIVERSAL ONSLAUGHT-
[DBS-B09]

PLANET APOCALYPSE SUCCESS

HOW TO LEVEL UP YOUR HEROES

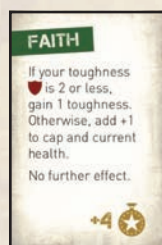


PLANET APOCALYPSE

PTG PA.....\$99.99 | Available Now!

Planet Apocalypse, Petersen Games' newest release, is an exciting co-operative game for 1-5 players. You are post-Armageddon heroes confronting the hordes of hell! Every game is different, and every game is tense, as you battle demons and, in the end strive to take down a Lord of Hell.

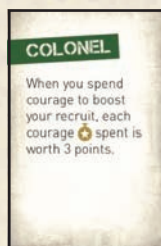
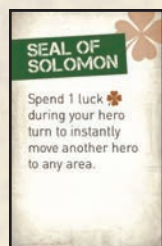
Your heroes "level up" in *Planet Apocalypse* by earning Gifts, chosen from the Gift Panel. An important thing to remember is that most heroes don't fill all their gift slots before the game ends.



Here for instance is the Faith Gift. It costs 4 extra Courage. If you're putting it in a slot that costs 5 Courage, that means you're paying a total of 9 Courage to gain this upgrade. Why does this matter? Well, since you probably won't fill all your gift slots, buying Faith may mean you can afford one less slot. That's a lot — because every slot actually gives you TWO benefits, not just one — a printed benefit, plus the card. Is Faith worth giving that up? Well ... maybe. An extra Toughness is pretty sweet. But be aware.

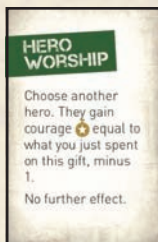
You also need to understand how your gifts synergize both with one another, and with other player's gifts. Let me give you some examples:

A basic case is Silver Bullet — use your Silver Bullet to get off an awesome attack, then retreat to a tile where another player waits with a Medikit to heal you back up. Or combine it with the Seal of Solomon to yank you back into a safe place to get healed.



Or use Seal of Solomon to yank a hero with the Colonel card to the start area so he can recruit a huge supply of troopers?

Then there are gifts like Hero Worship. It doesn't directly do anything. On the other



hand, it lets your party get two gifts for the price of one, since your target can use it to upgrade.

How many gifts do you need to stand a chance against the final arch demon? I'd say that if the average hero has around 4 gifts you stand a good chance. The exact gifts you've bought matter too.

But every hero has a quite different printed rewards for his or her gifts.



Every one of Cindrew's gifts boosts another hero's health. If she can get all six that's +6 maximum health divided up among her companions. Professor Maxwell gets heaps of patrol troopers to defend himself, or to place as ambushes to help out the game.



Well, here is the bottom line: your most important printed gift is the one that adds an attack token to your box. You MUST get this before you face the final lord. If you're going into the final battle with a single attack die, you're puny and deserve to lose. Professor Maxwell's 1d8 token costs 11 Courage minimum to get to.

This doesn't mean you need to go straight towards that attack token like an arrow. Professor Maxwell's Cost 3 gift provides 4 points of patrol troopers — using this to bump up a Citizen Militia ambush from 1 trooper to 3 makes a big difference. Now those Citizen Militia are rolling 2d6 instead of 1d6 and earning twice as much Courage per ambush — this is a direct investment in every player's future.

Three turns of those militia earning +1 courage and they've more than paid for themselves. This makes it easier for the Professor to work towards his other bonuses, even though this gift doesn't directly open the way to his attack token...

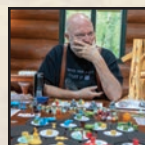
After the attack token, your next vital gifts are your two special abilities. These are always useful, and not too expensive. For most heroes, these take 10-15 total Courage to achieve — remember that on the way you'll score other rewards too. These abilities always resonate with your hero. For instance, Cindrew's new abilities make her more survivable and make her even more desirable to keep near other heroes. Maxwell's abilities improve his many ambushes. It all works together.

After the extra attack die and your special abilities, it starts varying from hero to hero. Some heroes have a super-expensive ability to aim for which is really amazing, but hard to get. Professor Maxwell can get 10(!) points of troopers, for 10 Courage, for instance. Cindrew doesn't have such a super-ability. Her most expensive gift just adds 1 to an ally's health. Kind of a booby prize really, so she doesn't have an overpowering incentive to get it. On the other hand, it's comparatively cheap, so if a good gift is available on the board...

So, there you go. Now you have an idea what to aim for in your first game of *Planet Apocalypse*.

...

Sandy got his start in the game industry at Chaosium in 1980, working on tabletop roleplaying games. His best-known work from that time is the cult game *Call of Cthulhu*, which has been translated into many languages and is still played worldwide. In 2013 he founded Petersen Games which has released a series of highly successful boardgame projects, including *The Gods War*, *Evil High Priest*, and the much-admired *Cthulhu Wars*.



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #242

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 242\$3.99

ART FROM PREVIOUS ISSUE

ARES GAMES

EUROPE DIVIDED

Europe Divided is a game of an expansionist Europe, a resurgent Russia, and a new Cold War, taking place over two periods: 1992-2008 (European Expansion) and 2008-2019 (Russian Resurgence). You control one of the two powers: Europe (controlling both NATO and the European Union) or Russia, managing manage conflicts of political and military influence. Scheduled to ship in April 2020.

AGS PHGA058\$55.00



SPOTLIGHT ON



FREEDOM!

Freedom! is a siege game, a test of will, endurance, and tactics between the besieged Freedom Fighters and the besieging Imperial Forces, who have come to crush the rebellion. This asymmetrical game represents the history of the siege of a Greek Holy City (Messolonghi) by Ottoman forces during the Greek War of Independence (1821-1829). The battle takes place in two maps: one showing the actual city and the forces involved in the siege, and one with the surrounding areas, highlighting the support that each of them provides to both players. Scheduled to ship in April 2020.

AGS PHGA057\$75.00

FREEDOM! SOLO MODE EXPANSION

This solo mode expansion allows you to play a single player game, as the Empire, while the insurgent player is played by A.I., reacting to what the human player will be doing. Scheduled to ship in April 2020.

AGS PHGA059\$8.00



ASMODEE EDITIONS



FEATURED ITEM



KLASK

The Klask game board is shaped like a ball field with two deep holes functioning as goals in each end of the field. In the middle of the field, three white magnetic pieces serve as 'obstacles' do NOT attract them to your own gaming piece! Scheduled to ship in December 2019

ASM KL8350\$49.99

BURNT ISLAND GAMES

IN THE HALL OF THE MOUNTAIN KING

After years of exile, we can finally return to our ancestral mountain home. As Trolls, it's our duty to uncover the statues of ancient leaders and restore our kingdom to its former glory! In *In the Hall of the Mountain King* you spend turns digging into the heart of the mountain or recruiting Trolls to join your workforce. By repairing the mountain, you earn glory and can take your place as the new King of the Trolls. Scheduled to ship in April 2020.

BTI 2001\$49.00



IN THE HALL OF THE MOUNTAIN KING: CURSED MOUNTAIN EXPANSION

Scheduled to ship in April 2020.

BTI 2003\$10.00

CHAOSIUM

SPOTLIGHT ON



AQUELARRE RPG

Aquelarre offers everything you expect to find in a fantasy RPG: character creation, game system and magic system. It also includes detailed information about the medieval Iberian setting, the cosmology of angels and demons, and a bestiary. Player characters in Aquelarre begin life in one of five kingdoms that dominated the Iberian Peninsula during the Middle Ages. As might be expected from a game that has thrived for several decades now, rules for combat, weapons, and healing are all nicely detailed, with options to suit a variety of playing styles. Scheduled to ship in April 2020.

CHA 7100-H\$59.99



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Life is a winding road. In **Inner Compass**, play as one of four characters searching for meaning in their everyday lives. Make the right choices, experience the full spectrum of emotions, and ultimately find your own inner compass.

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FEATURED ITEM



**THE LORD OF THE RINGS LCG:
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ADVENTURE PACK**

Continue your hunt for Thane Ulchor in *Challenge of the Wainriders*, the third Adventure Pack in the Vengeance of Mordor cycle for *The Lord of the Rings: The Card Game*! Scheduled to ship in March 2020.

FFG MEC80 \$14.95



FEATURED ITEM



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MARVEL CHAMPIONS LCG: THOR GAME MAT

This 24 x 12 slip-resistant game mat gives you plenty of space for your hero's deck, identity card, upgrades, supports, and more while showing off beautiful art! Scheduled to ship in March 2020.

FFG MS17ENPI



FEATURED ITEM



**MARVEL CHAMPIONS LCG:
THOR HERO PACK**

With the mythical hammer Mjolner, Thor has the power to defeat even the strongest of foes with legendary strength and power. Scheduled to ship in March 2020.

FFG MC06EN \$14.95

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FEATURED ITEM



**STAR WARS: LEGION –
CASSIAN ANDOR AND
K-2SO COMMANDER
EXPANSION**

Add some of the Rebel Alliance's most capable intelligence agents to your Star Wars: Legion armies with the Cassian Andor and K-2SO Commander Expansion! Scheduled to ship in March 2020.

FFG SWL59 \$19.95

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FEATURED ITEM

**STAR WARS: LEGION –
IDEN VERSIO AND ID10
COMMANDER EXPANSION**

The leader of the fearsome Inferno Squad, Iden Versio and her ID10 seeker droid have the experience and flexibility to both command troops in battle and wreak havoc on their own. Scheduled to ship in March 2020.

FFG SWL60 \$19.95



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FEATURED ITEM



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STAR WARS: LEGION – REPUBLIC PAINT SET

Bring the Grand Army of the Republic to life with the *Republic Paint Set*! With 10 essential colors to depict the troopers and vehicles of the Galactic Republic—including one wash and one gloss coat for adding rich depths of shading and a finishing touch to your miniatures—this paint set is a perfect entry point for the beginning miniatures player. Scheduled to ship in March 2020.

FFG SWS55 \$29.95



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FEATURED ITEM



STAR WARS: LEGION – SEPARATIST PAINT SET

Bring the forces of the Confederacy of Independent Systems to life with the Separatist Paint Set! With 10 essential colors to depict the troopers and vehicles of the Separatist Alliance—including two washes for adding rich depths of shading to your

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miniatures—this paint set is a perfect entry point for the beginning miniatures player. Scheduled to ship in March 2020.

FFG SWS56 \$29.95



FEATURED ITEM

STAR WARS: LEGION – VITAL ASSETS BATTLEFIELD EXPANSION

This expansion contains 16 unpainted, finely sculpted battlefield objective miniatures, including two hostages, six bombs, six crates, and two repulsor pallets that can replace your objective tokens or enhance your battlefield. Scheduled to ship in March 2020.

FFG SWL65 \$34.95



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FIRESIDE GAMES



STRINGAMAJIG

Stringamajig is a party game that's part drawing game, part charades. You try to get the other players to guess what you're drawing using only a string and your imagination. Draw and animate as many words as you can in 60 seconds. Change up your play with Challenge Words and earn more points! Scheduled to ship in April 2020.

FSD 4001 \$19.95

FREE LEAGUE PUBLISHING

SYMBAROUm RPG: MOTHER OF DARKNESS

We wish you a warm welcome to the deadly depths of Davokar. This fourth episode in the Chronicle of the Throne of Thorns does not only feature the adventure Mother of Darkness; it also provides rules for you to stage your own expeditions to the wilder and darker parts of the forest. With this book as your guide, the time is finally here to embark on the journey of every fortune-hunter and explorer's dreams, to the place the witches call 'the Mother of All Darkness.' To Symbar Scheduled to ship in February 2020.

FLF SYM002 \$14.99



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Shadowrunners are not the only people who know the benefits of working in the dark. All sorts of dirty deeds are about to take place where they cannot be seen. Several cities across the UCAS will go dark, losing power with no clear way to get it back. The ensuing chaos will reshape the nation and the whole world—and provide lots of shadow work for those who can handle it.

Cutting Black is a plot book with the background and fallout of this blackout, and **30 Nights** is a campaign book taking runners through a full month in blacked-out Toronto. Together, these books plunge players into a new kind of action, as the Sixth World tears itself down and struggles to see what will emerge from the wreckage.

Both books are available at game stores and catalystgamelabs.com!





GAMES



SYMBAROU RPG: SYMBAR AND DAVOKAR HEX
 This double sided, full color A2 map shows a hexagon map of Symbar on one side, and a hexagon map of Davokar on the other, perfect for keeping track of your movements in the forest. Scheduled to ship in February 2020.
 FLF SYM006 \$14.99

FUNKO



POP! FUNKOVERSE STRATEGY GAME DC COMICS 102 EXPANDALONE
 Scheduled to ship in April 2020.
 FNK STL150036 PI

POP! STAR WARS VINYL FIGURES
 Scheduled to ship in April 2020.



DARTH VADER MEDITATION DELUXE
 FNK STL142006 PI

EMPIRE STRIKES BACK LEIA BESPIN
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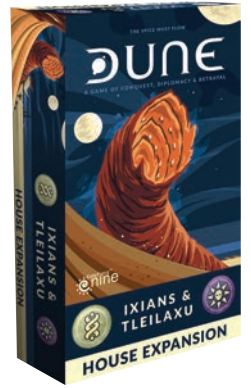
LUKE ON TAUNTAUN DELUXE
 FNK STL142007 PI



MANDALORIAN THE CHILD 10" FIGURE
 FNK STL148550 PI
STANDARD
 FNK STL148551 PI

TRAINING LUKE WITH YODA
 FNK STL142010 PI

GALE FORCE NINE



DUNE BOARD GAME: IXIANS AND TLEILAXU HOUSE EXPANSION
 TLEILAXU: Led by a small council of Tleilaxu Masters the fanatic, xenophobic Tleilaxu were tolerated because of their useful genetic engineering superiority. IXIAN: The cyborg, Prince Rhombur of House Vernius, leads the Ixians who are masters of manufacturing and technologies only they know how to deploy. Scheduled to ship in April 2020.
 GF9 DUNE02 \$20.00

GAMES WORKSHOP

CITADEL PAINT: CONTRAST



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 GAW 29-19 \$7.80



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FYRESLAYER FLESH
 GAW 29-31 \$7.80



CZECH OUT
THESE GAMES!

Vlaada Chvátil
THROUGH the AGES
A NEW STORY OF CIVILIZATION

NEW LEADERS AND WONDERS

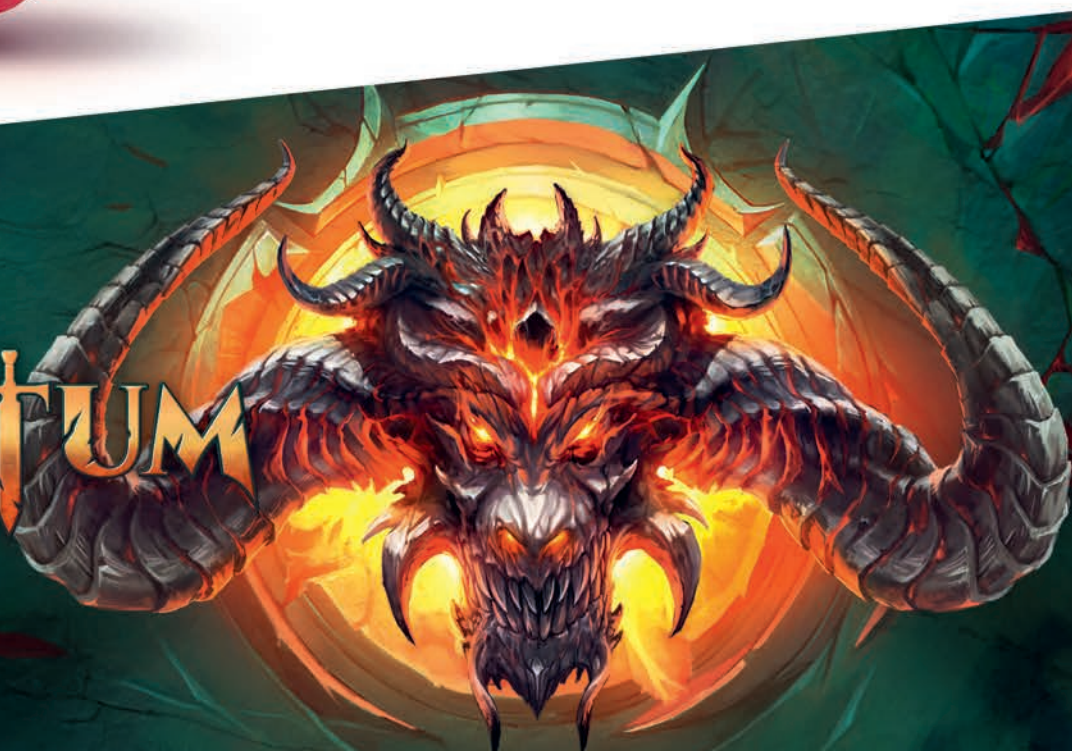


Letter Jam

ONDRA SKOUPÝ

SANCTUM

FILIP NEDUK



GAW 29-40.....	\$7.80
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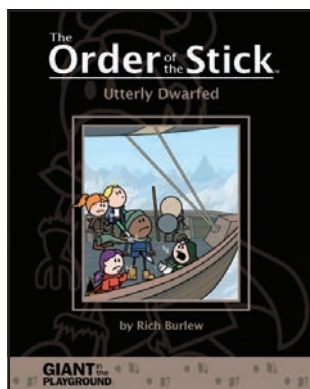


WYLDWOOD
GAW 29-30 \$7.80



TECHNICAL – CONTRAST MEDIUM
GAW 27-33 \$7.80

GIANT IN THE PLAYGROUND



ORDER OF THE STICK VOLUME 6: UTTERLY DWARFED

Here comes the sixth volume of *The Order of the Stick*, the fantasy-comedy webcomic that everyone agrees gets longer with each book released! In *Utterly Dwarfed*, the Order is on their way north to save the world in style, thanks to their new friends on a cool pirate airship. Little do they suspect that while they deal with monsters and the usual plot stuff, one of their own is facing a battle inside their own mind! Scheduled to ship in February 2020.

GIP OTS06 \$35.95

HASBRO

STAR WARS MANDALORIAN

Scheduled to ship in May 2020.



MAN BABY BOUNTIES HOLD ME/ BALL FIGURE (2 PACK)

DIA STL150017PI

THE CHILD 6.5" ACTION FIGURE

DIA STL149999PI



MAN BABY BOUNTIES SOUP/ BLANKET FIGURE (2 PACK)

DIA STL150010PI

THE CHILD TALKING PLUSH

DIA STL150007PI



MAN BABY BOUNTIES FROG/ FORCE FIGURE (2 PACK)

DIA STL150019PI



MAN BLACK SERIES THE CHILD 6" SCALE ACTION FIGURE

DIA STL149992PI

SPACE BATTLE LUNCHTIME

CARD GAME

SPACE BATTLE LUNCHTIME
CARD GAME

RENEGADE GAME STUDIOS
FAMILY Games

A game by Renegade Game Studios based on the Oni Press Gray

You are a contestant on the intergalactic cooking show: Space Battle Lunchtime!

2-5 Players Ages 10+ 30 min RGS02071

RELEASING MAY 2020

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MUNCHKIN TEENAGE MUTANT NINJA TURTLES DELUXE

Teenage Mutant Ninja Turtles blends the humor and game-play of Munchkin with the enemies and "team-up" themes of the iconic *Teenage Mutant Ninja Turtles* comics.

- Officially licensed game based on the fan favorite comic book series and Munchkin card game!
- A must-play for any Munchkin fan, Munchkin TMNT puts a radical spin on the classic Munchkin rules.
- Includes a mounted level tracker and 6 standees featuring artwork by TMNT co-creator Kevin Eastman!



IDW 01575.....\$29.95

DESIGNERS: STEVE JACKSON GAMES AND JON COHN
ARTISTS: KEVIN EASTMAN AND TADD GALUSHA

AVAILABLE NOW!



DEATH NOTE: CONFRONTATION

The mysterious killer Kira has managed to take another life. Baffled by Kira's ability to seemingly strike anyone, anywhere, Interpol have called in the legendary detective "L". Now the cat and mouse game begins, L must feed Kira specific targets in order to deduce Kira's location, and ultimately his identity. Meanwhile, Kira continues to enact his supernatural brand of homicidal justice, racing toward completing his list and disappearing without a trace.

- Track or cover up the killer's movements on your own hidden grid.
- Outguess your opponent in high-risk, high-reward bluffing rounds.
- Use deduction and clever feints to pinpoint the killer's location.



IDW 01423.....\$29.99

DESIGNERS: JORDAN GODDARD

AVAILABLE NOW!



BATMAN THE ANIMATED SERIES: ROGUES GALLERY

- Roll dice to go on crime sprees, collecting cash and avoiding capture.
- Purchase various gear and accomplice cards on the black market.
- Push your luck at the right moment to attract and defeat Batman.



IDW 01658.....\$34.99

DESIGNERS: SEN-FOONG LIM & JESSEY WRIGHT
ARTISTS: CHRIS FENOGLIO, JACK LAWRENCE, DARIO BRIZUELA, MARCELO FERREIRA & TABLETAFY

AVAILABLE NOW!



EDGAR ALLAN POE'S THE MASQUE OF THE RED DEATH

Based on Edgar Allan Poe's sinister story, *Masque of the Red Death* pits you and up to 6 of your friends against each other as you hobnob with the Prince. But disaster strikes at midnight. You must balance your actions carefully between currying the Prince's favor and discovering which rooms the Red Death will visit. After all, having the highest social standing only matters if you survive...

With stunning art by Gris Grimly, *Masque of the Red Death* is sure to delight ...and disturb you!



IDW 01379.....\$59.99

DESIGNER: ADAM WYSE
ARTIST: GRIS GRIMLY

AVAILABLE NOW!



THE LEGEND OF KORRA: PRO-BENDING ARENA

Few diversions in Republic City offer as much excitement as attending a pro-bending game! This is doubly true when the teams facing off in the hexagonal ring are the reigning champs the White Falls Wolfbats and their fierce challengers the Future Industry Fire Ferrets!

- A card drafting strategy game based on the popular animated series!
- Game design from Sen-Foong Lim (*Junk Art*) and Jessey Wright (*Pocket Adventure*)!
- Features 6 highly detailed miniatures.



IDW 01327.....\$49.99

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT
ARTIST: TONY VARGAS

AVAILABLE NOW!

SONIC THE HEDGEHOG: CRASH COURSE

- Race forward and leave your opponents in the dust
- Collect items then heal damage
- Win if you're the fastest to earn the most Chaos Emeralds!
- Includes 4 pre-painted plastic miniatures!

Speeding through the classic Green Hill Zone, players in *Sonic the Hedgehog Crash Course* race to be the first player to collect 5 of the 7 Chaos Emeralds!



IDW 01484.....\$29.99

DESIGNER: SEAN McDONALD

AVAILABLE NOW!



HUSH HUSH PROJECTS USA

SPOTLIGHT ON

FOG OF LOVE

FOG OF LOVE: DISABLED COVER

In *Fog of Love*, players will create and play two vivid characters who meet, fall in love and face the challenge of making the relationship work. They play through cute, awkward or dramatic scenes — from buying flowers and taking that first trip to IKEA to meeting the parents and facing threats of infidelity. Players can work together to create a harmonious relationship, or they can secretly decide to break each others hearts. As the story plays out, they make choices to either stay true to themselves or act selflessly for the sake of the relationship. Scheduled to ship in December 2020.
HHP 0011\$50.00

IELLO

OFFERED AGAIN



O/A KING OF TOKYO: DARK EDITION

The legendary *King of Tokyo* comes to your tabletop in a limited *Dark Edition*, where you can discover the dark side of giant monsters clashing. This special collector's edition features beautiful new upgraded components worthy of a *Dark Edition* of this best — selling game from the inimitable mind of Richard Garfield. *King of Tokyo: Dark Edition* will be limited edition product with only ONE print run.
IEL 51678.....\$ 49.99

JELLYBEAN GAMES

SPOTLIGHT ON

TREASURE HUNTERS: BRAINS

You are a zombie master, controlling the undead! In this fast-playing family-friendly game, sick your zombie army on your opponents, and be the first to get 21 brains! Each turn, either draw a card or play a card, as either treasure or as an action. When a player has 21 brains in front of them, they cry "Brains!" — if they still have 21 or more brains at the start of their next turn, they win the game! Defeated zombies move to your graveyard, where they can continue to affect the game. Scheduled to ship in March 2020.
JBG 556801\$14.95



KONAMI DIGITAL ENTERTAINMENT



YU-GI-OH! TCG: DUEL OVERLOAD BOX

Duel Overload kicks the door down on the last stretch of the 2019-2020 Dueling season with 30 new Link Monsters as well as 26 other new cards, just in time to shake things up for the biggest competitions of the year!
KON 84812.....\$29.99

MATTEL TOYS

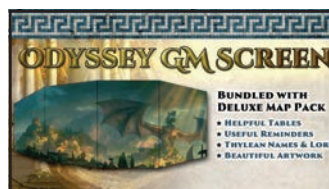


PICTURES SHOWN ARE FOR ILLUSTRATION PURPOSES ONLY. ACTUAL PRODUCT MAY VARY SLIGHTLY.

STAR WARS MANDALORIAN THE CHILD 11" PLUSH

Scheduled to ship in April 2020.
DIA STL149433PI

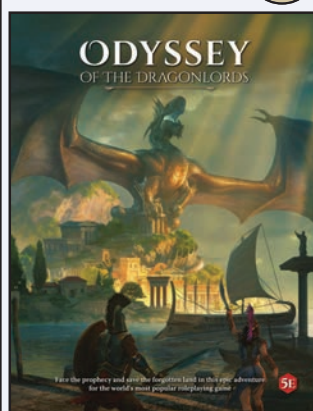
MODIPHIUS



ODYSSEY OF THE DRAGONLORDS: GM SCREEN AND MAP

In a land where even the gods are bound by oaths and prophecies! *Odyssey of the Dragonlords* is an epic fantasy campaign for the fifth edition of the world's greatest roleplaying game. Drawing inspiration from the ancient Greek epics, including *The Odyssey*, *The Iliad*, and *The Argonautica*. Scheduled to ship in February 2020.
MUH 051949\$24.99

SPOTLIGHT ON



ODYSSEY OF THE DRAGONLORDS

Odyssey of the Dragonlords is an epic fantasy campaign for the fifth edition of the world's greatest roleplaying game. At the dawn of time, a war between the gods and Titans left the world of Thylea forever changed. Thousands of years later, the first mortals arrived, carried by ship and dragon. The Dragonlords were the champions who overthrew the Titans 500 years ago and forged the Oath of Peace. But the power of the Oath has waned, and now the Titans seek vengeance. You are one of the heroes called by prophecy to end the conflict once and for all. Scheduled to ship in February 2020.
MUH 051946\$54.99

SPOTLIGHT ON

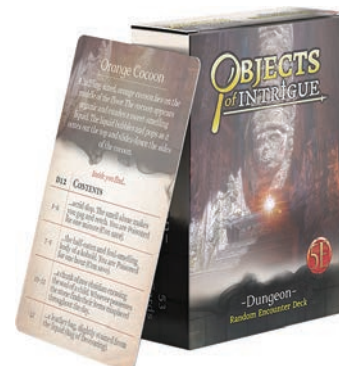


ODYSSEY OF THE DRAGONLORDS: PLAYERS GUIDE

Odyssey of the Dragonlords is an epic fantasy campaign for the fifth edition of the world's greatest roleplaying game. The Player's Guide is a 28-page companion booklet that will provide you with everything you need to begin your career as a prospective hero in the forgotten land of Thylea. Inspired by ancient Greek mythology, Thylea is a brand new campaign setting — a lost continent that can be seamlessly added to any existing campaign setting. Scheduled to ship in February 2020.
MUH 051945\$12.99

NORD GAMES

GAME MASTERS TOOLBOX: OBJECTS OF INTRIGUE



DUNGEONS

Bring hundreds of randomized possibilities to your game table with *Objects of Intrigue: Dungeon!* Roll the die to see what fascinating goodies your adventurers happen upon, and hope that all ends well...This product is available in three different versions or can be bundled for all your gaming needs! 53 cards containing objects and encounters, 4 potential outcomes for added versatility 212 possible outcomes!
NRG 1014\$15.00





UNDERGROUND
Bring hundreds of randomized possibilities to your game table with *Objects of Intrigue: Underground*! Roll the die to see what fascinating goodies your adventurers happen upon, and hope that all ends well...This product is available in three different versions or can be bundled for all your gaming needs! 53 cards containing objects and encounters, 4 potential outcomes for added versatility 212 possible outcomes!
NRG 1015 \$15.00



WATERWAYS
Bring hundreds of randomized possibilities to your game table with *Objects of Intrigue: Waterways*! Roll the die to see what fascinating goodies your adventurers happen upon, and hope that all ends well...This product is available in three different versions or can be bundled for all your gaming needs! 53 cards containing objects and encounters, 4 potential outcomes for added versatility 212 possible outcomes!
NRG 1017 \$15.00



WILDERLANDS
Bring hundreds of randomized possibilities to your game table with *Objects of Intrigue: Wilderlands*! Roll the die to see what fascinating goodies your adventurers happen upon, and hope that all ends well...This product is available in three different versions or can be bundled for all your gaming needs! 53 cards containing objects and encounters, 4 potential outcomes for added versatility 212 possible outcomes!
NRG 1016 \$15.00



RICHARD GARFIEL
KING OF TOKYO
-DARK-
EDITION



PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH – EXTINCTION CURSE PART 4 – SIEGE OF THE DINOSAURS (P2)
The heroes and their circus arrive in Willowside, a swamp community in dire need of diversion from the relentless expansion of the blighted land known as the Wilt. Scheduled to ship in April 2020.
PZO 90154 \$24.99



PATHFINDER RPG: BESTIARY 2 HARDCOVER (P2)
With more than 350 classic and brand new monsters, this 320-page hardcover rulebook greatly expands on the foes found in the *Pathfinder Bestiary*. Scheduled to ship in April 2020.
PZO 2104 \$49.99

SPOTLIGHT ON



PATHFINDER RPG: BESTIARY 2 HARDCOVER (SPECIAL EDITION) (P2)

This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in April 2020.

PZO 2104-SE \$69.99

SPOTLIGHT ON



PATHFINDER RPG: CHASE CARDS DECK (P2)

Each full-color card in this beautifully illustrated 55-card deck contains obstacles to overcome during your chase, from an angry barking dog to an imposing stone wall, each one using checks from the *Pathfinder Second Edition Roleplaying Game*. Scheduled to ship in April 2020.

PZO 2217 \$12.99

STARFINDER RPG: ADVENTURE PATH – THE THREEFOLD CONSPIRACY 3 – DECEIVERS' MOON

On their voyage through space back to the Pact Worlds, the heroes and their new Stewards allies begin to realize disturbing gaps in their recent memory, missing moments of lost time replaced with dreamlike impressions of imprisonment, surgery, and shadows. Scheduled to ship in April 2020.

PZO 7227 \$22.99



PATHFINDER RPG: FLIP-MAT – BIGGER ANCIENT DUNGEON

One side features an enormous and ancient dungeon sprawl on the edge of a volcano, while the other is ancient mausoleum under a ruined city. Scheduled to ship in April 2020.

PZO 30106 \$19.99

SPOTLIGHT ON



PATHFINDER RPG: SPELL CARDS (P2)

This must-have accessory for arcane spellcasters contains more than 200 spell reference cards, covering every arcane spell in the *Pathfinder Core Rulebook*, giving players immediate access to key game details without the need to slow down play to flip through a giant book. Scheduled to ship in January 2020.

ARCANE PZO 2211 \$29.99

DIVINE PZO 2212 \$24.99

FOCUS PZO 2213 \$24.99

OCCULT PZO 2214 \$29.99

PRIMAL PZO 2215 \$24.99



STARFINDER RPG: PAWNS – ATTACK OF THE SWARM! PAWN COLLECTION

Key aliens and NPCs from the *Attack of the Swarm! Adventure Path* come alive on your tabletop with the *Attack of the Swarm! Pawn Collection*, featuring more than 100 creature pawns for use with the *Starfinder Roleplaying Game* or any tabletop science-fantasy RPG! Scheduled to ship in April 2020.

PZO 7416 \$24.99

PANDASAURUS GAMES



THE MIND EXTREME

If you're a fan of our award-winning best-seller *THE MIND*, you should definitely try *EXTREME*. The rules are the same, but now it plays at twice the speed, synchronized and backwards! There are two stacks that have to be played simultaneously, one ascending, one descending. And some levels even play blind, where you play cards upside down!

PAN 202002 \$14.95

POKÉMON USA

POKÉMON TCG

SPOTLIGHT ON



GALR PARTNERS TIN

Powerful Partner Pokémon V from Galar! Grass and Fire and Water types — the foundations of the Pokémon Trainer's team! Choose the thunderous beat of Rillaboom V, the speedy fire and quick moves of Cinderace V, or the shifting splashing moves of the clever Inteleon V in the *Pokémon Trading Card Game: Galar Partners Tin*. Each of these fantastic tins contains a full-powered and entirely awesome Pokémon V, fully evolved from a first partner Pokémon of the Galar region!

PUI 80677 PI

SPOTLIGHT ON



TOXTRICITY V BOX

Toxtricity V is ready to rip it up! Loaded with rebellious attitude, *Toxtricity V* is loud, proud, and ready to take to the stage! With power chords and plenty of brash noise to scare off rivals, this Pokémon V is not waiting around — it's jumping right into the spotlight! You get *Toxtricity V* as both a foil promo card and as a massive foil oversize card, suitable for display — so get ready to bring the noise, and add some punk attitude to your Pokémon TCG collection!

PUI 80679 PI

SPOTLIGHT ON



Pokémon

TRADING CARD GAME

POKE BALL TIN

The Pokémon TCG: Poke Ball Tin contains 3x Pokémon TCG booster packs and 1x Pokémon coin.
PI 80676PI

PRIVATEER PRESS

MONSTERPOCALYPSE

Scheduled to ship in March 2020.



GLOBBER WASTE MONSTER (RESIN AND WHITE METAL)

PIP 51087PI



SCAVENGER VANS AND SCRAPER GREEN FURY UNIT (WHITE METAL)

PIP 51088PI

SERGEANT TITANICA GREEN FURY MONSTER (RESIN AND WHITE METAL)

PIP 51086PI



TOXXOS AND ABSORBERS WASTE UNIT (RESIN AND WHITE METAL)

PIP 51089PI

RIOT QUEST

Scheduled to ship in March 2020.

100% MAYHEM GEAR EXPANSION (MIXED)

PIP 63024PI

WARMACHINE

Scheduled to ship in March 2020.



CONVERGENCE OF CYRIUS NEGATOR LIGHT WARJACK (RESIN AND WHITE METAL)

PIP 36033 \$24.99



CONVERGENCE OF CYRIUS TESSELTATOR LIGHT WARJACK (RESIN AND WHITE METAL)

PIP 36034 \$24.99



MERCENARIES ASHLYNN DELYSE THE QUEENS BLADE WARCASTER UNIT (WHITE METAL)

PIP 41175 \$24.99



MERCENARIES ASPHYXIUS THE SANCTIFIED IRON LICH UNIT (WHITE METAL)

PIP 41176 \$49.99



PANDASAURUS GAMES



MEET THE FIRST

FLICK AND WRITE GAME!

In Sonora, players flick wooden disks onto a game board representative of the different vibrant landscapes across the Sonoran sands. Each area encompasses a different unique game, so skillful aim is required to play in the region of a player's choosing! But watch out for other players eager to bump discs to score points for themselves!

\$30

45

2-4



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GTM

FEB 2020

47

POWER RANGERS: HEROES OF THE GRID LEGENDARY RANGER: TOMMY OLIVER PACK

(RGS02076)

- Includes four of Tommy's Legendary forms and his evil cybernetic doppelganger!
- Introduces Legendary Ranger Mode to create your own deck!
- All 5 miniatures are large scale and highly detailed!

MSRP: \$40 **Ages: 14+** **2-5 Players** **45-60 Min**

April Release!



POWER RANGERS: HEROES OF THE GRID MEGA GOLDAR DELUXE FIGURE

(RGS02063)

- Your team will need to work together to take down Mega Goldar!
- Goldar has grown in both size and abilities due to Rita's magic!
- Giant Sized and highly detailed figure!

MSRP: \$40 **Ages: 14+** **2-5 Players** **45-60 Min**

April Release!



POWER RANGERS: HEROES OF THE GRID ZEO RANGER PACK

(RGS02009)

- Includes 5 new playable Rangers: Tommy, Adam, Rocky, Tanya, and Kat
- Each Ranger comes with their unique deck and zord!
- The Zeo team was voted as the fan favorite team!

MSRP: \$40 **Ages: 14+** **2-5 Players** **45-60 Min**

April Release!



POWER RANGERS HEROES OF THE GRID

(RGS00850)

- Defeat Rita Repulsa's evil army of monsters to save Angel Grove!
- Work together to battle incoming foe!
- Gain experience to call your Zords into action!

MSRP: \$90 **Ages: 14+** **2-5 Players** **45-90 Min**

Available Now!



STELLAR (RGS02050)

- Calibrate your Telescopes to view Celestial Objects!
- Create a beautiful display of planets, moons, asteroids, and more in the night sky
- Carefully choose and arrange your cards in this 2 player stargazing competition

MSRP: \$20 **Ages:** 8+ **2 Players** **30 Min**

March Release!



OVERLIGHT RPG (RGS00813)

- Play as a Skyborn within this unique kaleidoscopic fantasy world
- Manipulate the Overlight to harness the incredible power of Chroma
- 300 full-color pages fill this hardcover edition

MSRP: \$50 **Designers:** Paul Alexander Butler and George Holland

Cover Artist: Kwanchai Moriya

Available Now!

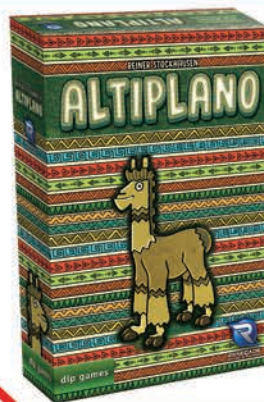


ALTIPLANO (RGS00807)

- Manage your scarce resources for the highest yield!
- Add new action spots to your board to increase available goods!
- Customize your spaceship and then take it out for a spin!
- Reiner Stockhausen's latest "bag-building" design!

MSRP: \$65 **Ages:** 12+ **2-5 Players** **60-120 Min**

Available Now!



EX LIBRIS (RGS00577)

- Choose from one of the 12 unique librarians to play!
- Alphabetize your books to maximize your score!
- A worker placement game with rotating action spaces!

MSRP: \$60 **Ages:** 10+ **2-4 Players** **45 Min**

Available Now!



REAPER MINIATURES

BONES BLACK

Scheduled to ship in February 2020.



CATFOLK ROGUE

RPR 44118 \$3.49

CATFOLK WARRIOR

RPR 44117 \$3.49

SPOTLIGHT ON



FEBRUARY 2020

RPR 97427 \$61.66



FROST GIANT HEROINE

RPR 44123 \$12.99

FROST GIANT RANGER

RPR 44124 \$12.99



JOHN BISHOP, SPACE COWBOY

RPR 49032 \$3.49

MALVERNIS SOLDIER

RPR 49031 \$3.49

MARSH TROLL

RPR 44119 \$6.99

MOOR TROLL

RPR 44121 \$5.99

MYSTIC PORTAL

RPR 44133 \$19.99

RACH SOLDIER

RPR 49030 \$3.49

SABERTOOTH PUG

RPR 44122 \$3.49

TWO HEADED TROLL

RPR 44120 \$9.99

WINTER WOLF

RPR 44125 \$4.99

SPOTLIGHT ON



MASTER SERIES PAINTS BONES ULTRA-COVERAGE PAINTS: SET #6

Scheduled to ship in February 2020.

RPR 09981 \$49.99

ROAD TO INFAMY GAMES



AFTERNOVA

Work with other players to extract the valuable Fragment resources from decaying planets. Then use the resources to complete Blueprints cards which score victory points and give special abilities. When one player completes 6 Blueprints the game ends. The player with the most victory points wins! Scheduled to ship in March 2020.

RTI ANV01 \$25.00

STEVE JACKSON GAMES

SPOTLIGHT ON



CLASSIC POCKET BOX GAMES BUNDLE

The Classic Games Pocket Box bundle includes the forgotten Pocket Box games of the eighties. *Undead*. *Necromancer*. *One-Page Bulge*. *Raid on Iran*. *Kung Fu 2100*. Games that have been out-of-print and unavailable for decades are available once again, all in retro-inspired packaging and in as near-exact reprints of the originals as we could manage. BONUS: Also includes the green Pocket Box edition of *The Awful Green Things from Outer Space*, a gaming classic back in its 1988 form and in excellent condition! Scheduled to ship in April 2020.

SJG 1171 \$99.95



MUNCHKIN PATHFINDER: 3 – ODD VENTURES

Fans of Paizo's *Pathfinder Roleplaying Game* have enjoyed that game's Adventure Paths for over a decade. Now we've turned these popular adventures into *Munchkin Pathfinder* as Dungeons for the players to deal with. Every new Dungeon changes the rules, sometimes for good, sometimes not so much. Sixteen Portal cards move the party between Dungeons and have their own wacky effects on the game. No prior *Pathfinder* knowledge is required to enjoy this set – just add it to your game and start playing! Scheduled to ship in April 2020.

SJG 4426 \$14.95

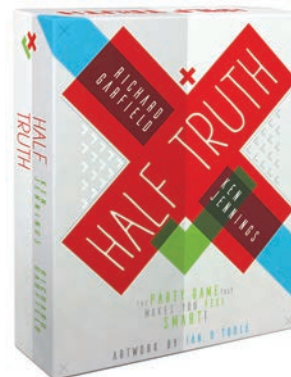
MUNCHKIN WARHAMMER AGE OF SIGMAR: LIGHTNING DICE

They say lightning never strikes the same place twice... But how about six times? These supercharged dice will bring the thunder to any *Munchkin* game... and they come with four new *Munchkin Warhammer Age of Sigmar* cards! Scheduled to ship in April 2020.

SJG 5558 \$8.95



STUDIO 71



HALF TRUTH

Richard Garfield, renowned creator of *Magic: The Gathering* comes together with Ken Jennings, who has the longest winning streak on *Jeopardy!* To bring together their best board game – Inconceivable! Inconceivable! combines trivia, strategy and betting. Each card has a question with 3 right answers and 3 wrong answers. It is up to the players to decide which is which and place their wagers accordingly. Scheduled to ship in March 2020.

S71 002 \$29.99

USAOPOLY



MATCH-O-RAMA

In this press-your-luck party game, test how well you can predict what others will say at the table! Get points for matching answers that fall within a specific range of people-whoever gets the highest score wins! Scheduled to ship in April 2020.

USO SB131000 PI



BEEETLEJUICE MONOPOLY

Before you call his name three times, work your way through the strange and unusual afterlife of *Monopoly: Beetlejuice!* Buy, sell, and trade your favorite dark comedy characters such as Lydia, Delia, and Charles Dietz, Adam and Barbara Maitland, and the irreverent bio-exorcist himself to haggle the living daylights out of your competition and win with more than the ghost with the most! Its showtime! Scheduled to ship in April 2020.

USO MN010680 PI

THIS IS HOW WE ROLL!



   #PLAYSJGAMES
dice.sjgames.com

**STEVE
JACKSON
GAMES**





JOIN FORCES

Fight the growing threat of Lord Voldemort™ and his Death Eaters in the newest cooperative card and dice game from The Op Games.

Featuring a custom Voldemort sculpt!



Harry Potter

DEATH EATERS RISING

THE FATE OF THE WIZARDING WORLD IS IN YOUR HANDS

Join the Battle Today!



usaopoly

TheOp.games

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EXTRAORDINARY
ACTIVITIES

IT'S HERE...

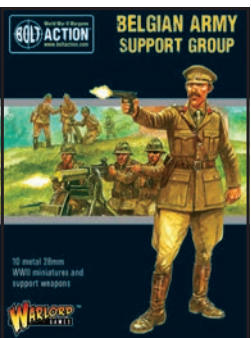
BOLT ACTION

Scheduled to ship in February 2020.



BEF SUPPORT GROUP

WLG 402211010PI



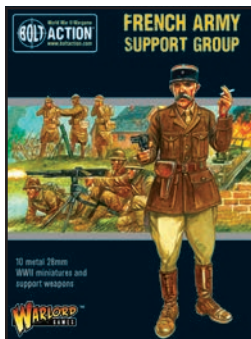
BELGIAN ARMY SUPPORT GROUP

WLG 402217302PI



CARRO ARMATO M13/40 PLATOON

WLG 402018004PI



FRENCH ARMY SUPPORT GROUP

WLG 402215507PI

KONFLIKT 47

Scheduled to ship in February 2020.



SOVIET HEAVY INFANTRY M II

WLG 452410806PI

SPQR

Scheduled to ship in February 2020.

DACIA & SARMATIA – DACIAN TRIBESMEN WITH BOWS

WLG 152213005PI

DACIA & SARMATIA – SARMATIAN LIGHT CAVALRY

WLG 152213008PI

WARLORDS OF EREHWON

Scheduled to ship in January 2020.

BANDITS & BRIGANDS

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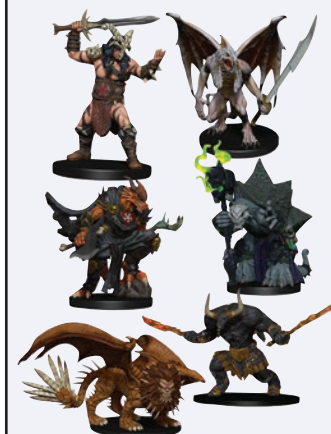
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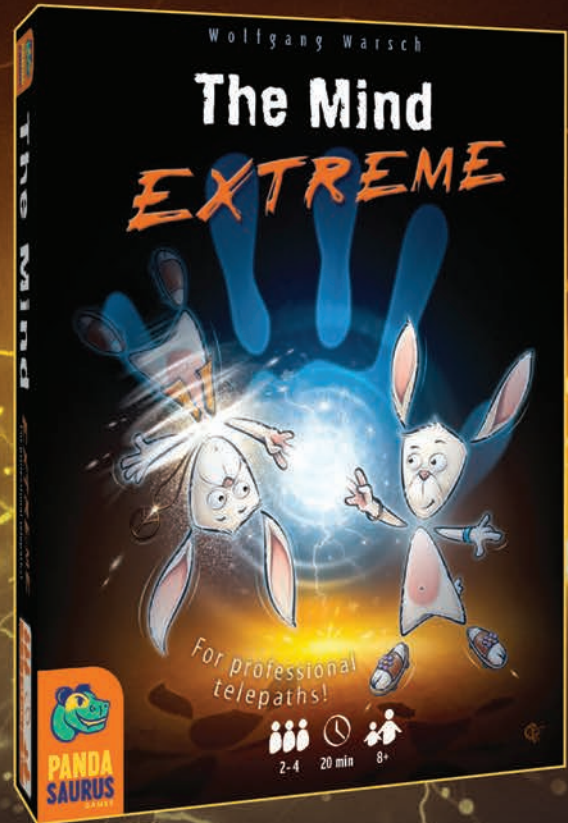
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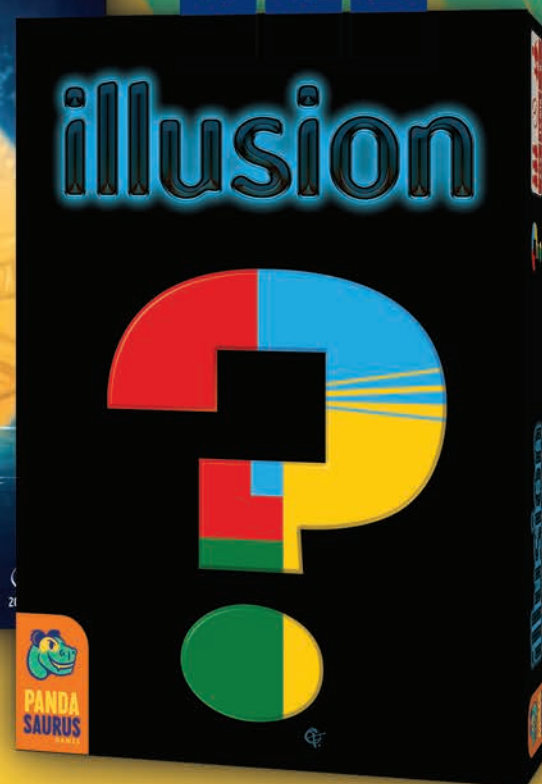
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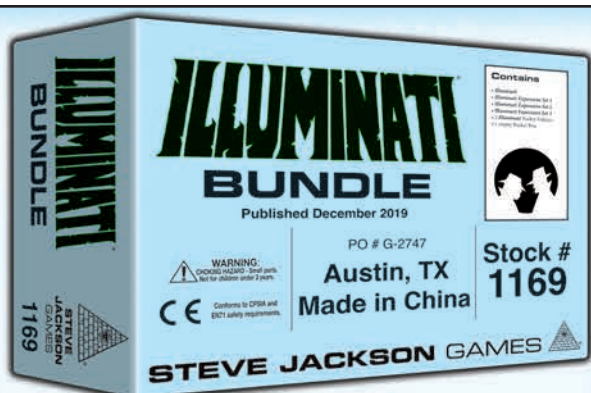
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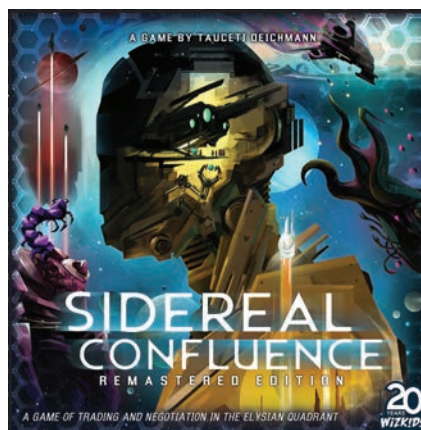
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By Russell Zimmerman

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Ms. Myth was a troll, nearly three meters tall, weighing in at a dainty 280 kilograms, with patches of skin toughened and roughened by thick, dermal deposits and her face featuring prominent tusks and framed by horns that curled from her forehead. But none of that meant she wasn't still a lady, pleased with her curves, style, and grace, who stood proudly, minimized her skin conditions with a thorough self-care regime, whose tusks were as white as the dentistry of 2080 could manage, and who polished her horns every day.

And she *knew* she rocked this year's Vashon Island Little Black Dress™.

So, as she ignored the maître d' of *Trente et Un* and headed to her table in the dining area of Seattle's premier spot for Michelin-starred, elven fine dining, she didn't stomp. She sauntered. Strutted. Swept.

"Miss Smith," she introduced herself to her appointment with a pleasant smile, enjoying, as always, the pun.

"Mr. Johnson," he replied, returning her smile with one just as flawless. He was human, but she could tell he'd had work done, too. He was corporation-perfect, lantern-jawed, symmetrical, aesthetically pleasing...but insincere. His smile hid a shark's hungers, and his cyberoptics were all business.

She had already known his name, though, or at least the name he would give. Corporate clients hiring extralegal professionals — called *shadowrunners* — always went by Johnson; it was a tradition of anonymity.

A trustworthy Mr. Johnson was a rarity to shadowrunners, so they turned to people like Ms. Myth to vet their employers and ensure fair deals. The Seattle shadows were a tangled web of fixers, crime bosses, arms dealers, and swindlers. Ms. Myth, as the face and brains of her team, *lived* in that web; she'd recognized several peers, rivals, and former employers while walking through the restaurant this evening (and she kept the maître d' on her payroll).

So Myth and Johnson sat and talked like colleagues, despite never having met prior. Appearances mattered at a clandestine meeting like this, and their fig leaf of privacy came not from whispers or electronic countermeasures, but civility, decorum, and a projected air of propriety. Ms. Myth, given her druthers — and she did love her druthers—preferred the civilized approach, and had the rep and street cred for places like this. If a good Mr. Johnson was rare, Ms. Myth was downright unique. A female, shadowrunning troll with her network of contacts, ledger of favors owed, cognition-boosting hardware augmentations, and her skills and demeanor? One-of-a-kind. She'd taken the street name "Myth" for a reason. She might as well be a fraggin' unicorn.

So she held court here rather than in the damp back room of some dingy bar in one of the city's lawless z-zones. She listened to Mr. Johnson's request, coaxed information from him, discussed terms, and enjoyed herself immensely while doing so. Myth represented one of Seattle's hottest teams, and they both knew it. Shadowrunners might be disposable in the long run, but right now, she could demand respect — and receive it.

This Mr. Johnson represented Ares Macrotechnology, one of the world's premier extranational entities. They were one of the "Big Ten," the AAA Prime megacorporations that literally ruled society through their wealth, industry, and Corporate Court influence. Ares was respected around the globe for their defense and aerospace tech, and boasted that more people were gunned down by hardware sporting their signature than any other brand on the planet. The megacorp more than lived up to its bloody war-god's legacy.

Ares, by way of Mr. Johnson, had a simple request: an extraction. They wanted another company's researcher and her data stolen. Interrupting a rival's project and co-opting their work was a common corporate move, the extraction itself—either a kidnapping or a prison-break, depending on the target — was a common shadowrunner mission.

Mr. Johnson's target, though, was another megacorporation with an even darker reputation. Saeder-Krupp Heavy Industries dominated global markets in energy and oil, and they cast a wide enough shadow over aerospace tech that clashes with Ares weren't uncommon. Saeder-Krupp had an edge that Ares didn't; its CEO, President, and Chairman of the Board was a dragon — *the* dragon, the ancient beast Lofwyr, perhaps the single most powerful living creature on Earth. Lofwyr had awakened decades earlier when the ages had turned, and the Sixth World had dawned. As magic had returned and brought with it elves, dwarves, orks, and trolls, so too had dragons and their hunger for dominion returned, Lofwyr most of all. Ares might have been named after a mythological war god, but Saeder-Krupp was run by a *living* legend, who lent it terrible power and fearsome repute.

Mr. Johnson's assignment would be straightforward, but dangerous, then.

Still, Myth smiled around a dainty mouthful of elven haute cuisine.

"Dangerous" let you charge extra.

...

Russell Zimmerman is a chromed-up word-merc who quickdraws keyboards for whoever's paying. When he's not slinging fiction around as an RPG freelancer, he's gaming on podcasts and Twitch-streams, doing work with his own tiny company Wordsmith Games, or whipping up a story for his Patreon backers!



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MEET THE DARK SIDE OF DICE

KING OF TOKYO: DARK EDITION



KING OF TOKYO: DARK EDITION

IEL 51678..... \$49.99 | Available April 2020!

After much discussion, it is finally becoming a reality; *King of Tokyo*, the game that sold more than 1 million copies, makes its big comeback in 2020 in a Collector's edition: *King of Tokyo: Dark Edition*!

KING OF TOKYO?

Most gamers have, at some point in their game lives, played *King of Tokyo* at least once. It's an incredibly fun dice game in which players play as giant monsters whose goal is to devastate the city of Tokyo. To achieve this, they can either enter the City, begin the Rampage and claw all the opponents, or wait for the right time in the suburbs, collecting energy and healing themselves.

Launched in 2011, *King of Tokyo* is a very popular Richard Garfield game known to be fast and fun to play. To win, you must take risks, but you must also use tactics and strategy to avoid smashes. Make sure to play the right cards at the right time to take advantage of the weaknesses of your opponents.

Building on its success, *King of New York* was born soon after. In addition, there are plenty of expansions for both.

IT'S GETTING DARK!

IELLO will release the new edition of *King of Tokyo*: *King of Tokyo: Dark Edition* in April 2020. It is a return to its roots, a new vision of this spectacular game. As the name implies, the game takes place in a darker and more violent universe. With Paul Mafayon's art, *King of Tokyo* comes to life in a sensational new perspective, an homage to the Pulp universe of the 1930s and 1940s.

The world of *King of Tokyo: Dark Edition* is mainly black and white, with a light touch of colour that gives the sparkle of life in each scene. It will be designed to please gamers throughout the game, from the first dice roll up to the last cards played. Each graphic element of the game is new to fit in this shadowy, gloomy and offbeat universe.

DARK IS THE NEW BLACK

King of Tokyo - Dark Edition is sure to be a Collector's edition, a prestigious edition that was created to thank fans for their enthusiasm and loyalty. There are indeed many fans of Claws, the taking of Tokyo and energy cubes all over the world (*King of Tokyo* is translated into over 35 languages). It seemed important for IELLO to create a new approach of the now timeless classic. It was essential to keep up with the values that have built the brand since the international launch of the

original game, a unique artistic approach, high quality components, and a creative gameplay.

Don't miss your chance to get Dark!

It's important to note that *King of Tokyo: Dark Edition* will have a single print run! Don't miss your chance to get this Collector Edition. The fans of the game will be blown away by the contents starting with the fabulous embossed box, they will have the satisfaction that comes with possessing a Collector's item.

The quality of the game is exceptional: each element of *King of Tokyo* has been modified to maximize the fun during the game. The dice, energy cubes, cards, and much more! Everything has been thought to offer a unique game experience. IELLO wanted this edition to be perfect visually speaking with a significantly improved gameplay.

DARK MECHANICS: GET WICKED!

For the *Dark Edition*, Richard Garfield has developed a new particularly intense game mechanic: the Wickedness. This is a real novelty that will significantly change your gambling habits and give an incredible boost to your games.

In this game, some dice combinations increase the malice gauge on the game board. As soon as the marker passes certain levels, new play effects are triggered that indicate the level of fury of the monsters. The angrier the monsters become, the more the effects accumulate and reach devastating new levels!

JOIN THE DARK SIDE!

King of Tokyo - Dark Edition fits perfectly into the KOT-Verse and is fully compatible with the expansions already available for *King of Tokyo*.

You can play with your favorite characters (from *Power Up*, *Halloween* or *Monster Packs*) and send them to fight to become the Dark King of Tokyo, too!

DARK MONSTERS: "DID YOU MISS ME?"

The six monsters included in the box are obviously dressed in Dark.

The most loyal players of *King of Tokyo* will surely recognize all of them. The King, Gigazaur, Mekadragon and Alienoid have already announced that they will be part of the battle. The *King of Tokyo* fans will be stunned when they will find out which monsters the team brought back...

THE DARK BOTTOMLINE...

When we asked Richard Garfield what he most liked in this new edition, he answered "No question — Paul Mafayon's art. The game play of *King of Tokyo Dark* should be quite similar — with a bit of variety being introduced with the wickedness counter — but every game Paul touches looks just fantastic!" Let's not forget Richard's immense talent and here we are with a particularly prestigious Collector's Edition that the entire IELLO team is proud to present, *King of Tokyo - Dark Edition*.

...





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Since it was founded 10 years ago, Cryptozoic Entertainment has had a single motto: "Fan's First." But what most people don't realize is that this has a double meaning. Indeed, we are dedicated to creating products that fans of pop culture will love. But just as importantly, we are fans ourselves. We only produce licensed and original tabletop games, trading cards, and collectibles based on properties that we are passionate about.

When we first started in 2010, the hobby gaming space was extremely different. Most of the licensed games out there were, if we're being honest, cash-grabs that were hastily put together. People who followed these properties would often end up feeling taken advantage of. So, we were determined to be pioneers in creating high quality tabletop games based on beloved properties. We started by looking at TV shows, movies, and comics that members of our team followed; as long as someone who worked at Cryptozoic was a superfan of the property and would make sure it delivered a game that was faithful and fun for fans, we'd consider it. In the process, we created games based on DC, *The Walking Dead*, *Adventure Time*, *The Lord of the Rings*, and more in our first years as a company.

Pretty quickly, gamers out there realized we weren't just slapping licenses on games but were producing amazing products that had tons of replay value and showed respect for the IPs. Our *DC Deck-Building Game* is a great example since it has been a product that has resonated with hardcore gamers and people who love DC's characters and stories. In the years since its release, we have released numerous expansions and fans know that we'll always give them something that offers innovative new mechanics and remains true to the DC Universe.

For a company that produces many licensed games, it's not just about getting big licenses: You also have to stay ahead of the curve and find the "next big thing" *before* it actually hits big. The epitome of that for Cryptozoic has been *Rick and Morty*. Members of our staff loved the show from day 1. There was a lot of concern that a niche show on Adult Swim wouldn't result in significant sales, but we decided it was worth the risk. It paid off big-time when the show

became a pop culture phenomenon and our first game based on the show, *Rick and Morty: Total Rickall Card Game*, became one of our best-selling titles ever (and continues to sell at a pretty solid pace). We now have a library of *Rick and Morty* games based on different episodes in a variety of different genres (deck-building, roll-and-write, etc.). *Rick and Morty: The Morty Zone Dice Game*, our latest game based on the show, is based on the Season 4 premiere and was released a few days before that episode even aired!

Sometimes when creating a licensed game, it's about using a brand in a unique way. In 2017, we were working with Scott Rogers to design a game that utilized color cards to create characters from pop culture. We decided to get a license from Pantone, the world's leading color expert, for the game. It was a bold and somewhat strange idea, but really it ended up making perfect sense. *Pantone: The Game* has become one of our most popular games ever.

Though we may be best known for quality licensed games, we have always strived to create original ones as well. Our guiding principles for these games are still pretty much the same: Are we (as a company) fans of the idea? Is there someone on the team who is so passionate about the concept that he will lead the charge to produce the best game possible? That's how *Epic Spell Wars™ of the Battle Wizards* — with its over-the-top, mature humor and art — was born in 2015. We're now up to four games in the main series plus *Epic Spell War of the Battle Wizards: ANNIHILAGEDDON Deck-Building Game*, with much more on the way. We also have a game coming out this year based on *Cryptkins™*, our popular collectibles IP.

We're proud to be able to celebrate a decade as a company in 2020. In the days, months, and years to come, we'll continue to be pop culture geeks who produce quality products for fans by fans. We thank all the gamers and collectors out there for supporting us and making it an extraordinary 10 years... and counting.

...

Cory Jones is the Co-Founder of Cryptozoic Entertainment

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**DAYS OF
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SHADOWRUN

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CAT 28001 \$19.99 | Available Spring 2020!

The gamemaster screen is one of the classic tools of any tabletop roleplaying game; an easy way for the GM to reference various commonly used rules throughout a game. And there's an ever-evolving debate about the use of such screens. Some disavow them, believing it cuts the GM off too much from the group. Others love the secretive nature imbued into the work a GM does as they orchestrate their machinations amongst the players. I've both played and run in a myriad games over thirty years, and have tried both. For me and the groups I play with — and it's always about a personal opinion of what works best for you — I prefer a screen, and I have dozens of them on my shelves from a variety of game publishers.

Over the decades, the quality of the materials have improved immensely, going from a screen barely thicker than cardstock to boardgame-quality thickness wrapped in gorgeous, glossy prints of art and information. And there have been a few innovations. Usually involving vinyl pockets that allow for the insertion of art or unique game stats, customized by a GM. But by and large, the GM screen has remained relatively unchanged for decades. A tool for the gamemaster — and often a static one — that offers little to no interaction for the players beyond some art they usually ignore after the third or fourth session.

As we worked on *Shadowrun, Sixth World* and were embracing the thirtieth anniversary of this seminal universe, we tried to run down paths we've not touched before. The unique, physical elements we added to the *No Future* sourcebook and the launch of a line of high-quality, collectible statues — starting with Sledge — are two examples of trying to take *Shadowrun* through new experiences. Much less the nearly half-a-dozen board and card games we've published for the *Sixth World*.

The GM screen, then, quickly became a new path for pushing boundaries. The owner of the company, Loren Coleman, specifically challenged me to try something truly new and unique here (and kudos to him for constantly letting me go further and further). A pretty daunting task: in the past few decades, even with hundreds of amazing games, the humble screen had not evolved very far. That work would eventually involve nearly a dozen prototypes as we worked closely



with the manufacturer to embrace what we hope is a true innovation.

Our first step was to put our own spin on the customization pockets that other GM screens have used so well. First, there's a single, large pocket on the front of the screen, and it comes with eight double-sided sheets with a variety of full-color art. Depending upon the session, the GM can slip in a new illustration, giving the

players a visual cue for a new setting and mood.

Second, alongside *Shadowrun, Sixth World*, we released *Rogue's Gallery: An NPC Deck*; more such decks are coming. To enable gamemasters to quickly and easily use such NPCs — or weapons and other gear reference cards — during a game, there are ten pockets for standard 2.5" x 3.5" cards, while there's also a larger 3.5" x 5" pocket. Switching cards in and out as needed gives maximum flexibility. And of course, players can also better organize their own cards and notes.

Third, as we tested the screen during game play, we found all too often the GM wanted to share the gorgeous art of a given NPC on the back of those *Rogue's Gallery* cards. As such, a final, thin pocket is at the top-front of the screen. During any given session, when a particular NPC may be featured, the GM can easily move the card from a back pocket to that top-front pocket, allowing the art to play a more active part for the players, while the GM can still see the stats on the back. (The pocket is large enough to accommodate two such cards, or a larger 3.5" x 5".)

While all of that worked very well, it still wasn't really enough to make the screen as new and unique as we wanted it to be. For that, we started kicking around the idea of how a GM screen might be changed by player's actions during a session, and then stay relevant





from session to session. What's more, we asked ourselves how could we do it in such a way that every gaming group would have a different set up, unique to their own experiences.

The screen has *Shadowrun*'s Big Ten megacorps' logos printed next to each of these trackers. It is *Shadowrun*, after-all. However, the Sixth World is vast, and each gaming group delves into it in their own wonderful way. With that in mind, we've included a sticker sheet with a slew of different icons. From several dozen country flags, to underworld organizations, to smaller corps, and even a series of blanks so players can pick which embodiment of the Man they're fighting.

In the end, what we hope is that this is an "activated GM screen" that lives and breathes between adventures, tracking the unique choices of each group, and creating immediate consequences that can heighten any game experience. I hope to hear from players of how, hands trembling, they reached out to slide a marker, desperate to avoid the hammer already swinging their way.



To tackle this concept, we worked closely with the manufacturer — all of those different prototypes we discussed above — to create a series of trackers on the screen itself. These tie into the Reputation and Heat rules from the core *Shadowrun, Sixth World* rulebook. Now, obviously, a GM would track those rules regardless, letting players know when the Heat is too high for a given encounter, or when their Reputation has impressed or taken a blow. However, it's another thing entirely when a visual representation of those events are presented to the players as the game plunges ahead. There is a single, long track changing Heat modifiers—positive or negative, depending upon the unfolding action—during a session, and at the end, those modifiers then permanently modify the group's standing with a given organization. This provides a wonderful, immersive and immediate reminder of which actions attract attention, or how a team's smooth operations lesson that pressure.

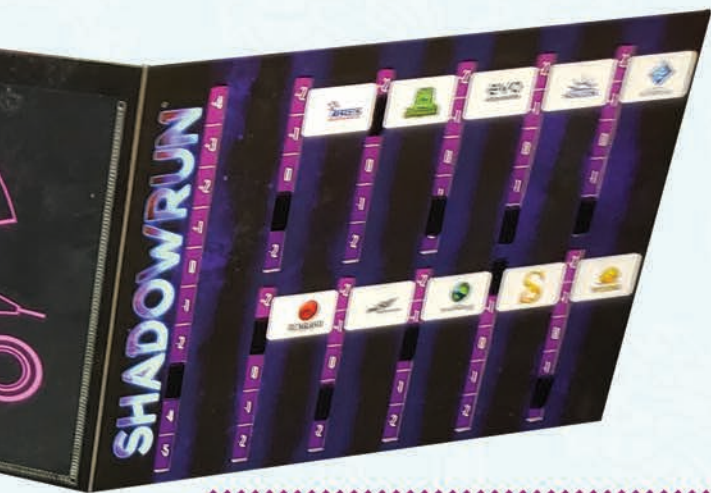


What's more, our hope is that trying to push boundaries and evolve the gamemaster screen sparks innovations from other companies that take the humble screen in wonderful, new directions we've not currently imagined. All in an effort to improve the quality of our storytelling and the fun we have around the table.

If you're interested in more details, check out www.catalyst-gamelabs.com.

...

Randall N. Bills has led the development and publication of hundreds of novels, sourcebooks, rulebooks, box sets, game aides and more. He's currently the Managing Developer for Catalyst Game Labs, overseeing the strategic development of the perennial *BattleTech* and *Shadowrun* properties, while managing the rollout of Catalyst Game Labs' new line of tabletop games, including core development of *Dragonfire*.





COURT OF THE DEAD

— MOURNERS CALL —



COURT OF THE DEAD: MOURNERS CALL

USO HB121527 PI | Available Q1 2020!

The team at The Op recently sat down with Pat Marino, the designer behind *Court of the Dead: Mourners Call*, and had the opportunity to dig a little but in what makes this such a compelling project.

The OP: Tell us about *Court of the Dead: Mourners Call*. What is the world that this is placed in? Factions, characters, motivations?

Pat Marino: *Court of the Dead: Mourners Call* is based in the *Court of the Dead* universe created by Tom Gilliland and the creative team at Sideshow. In this world, Heaven and Hell are locked in an endless war with one another, and they have lost sight of good and evil, caring only about continuing their fight. To do this, they create Death, also known as the Alltaker, and task him with harvesting etherea from human souls to use as a fuel for their war.

Death sees the waste in destroying human souls and secretly builds the Court of the Dead in the Underworld, building an army to overthrow Heaven and Hell. This is where the players come in. Each player is a recently deceased soul, saved by Death and brought into



the Underworld to help unify Death's forces. The Underworld is united in purpose, but divided in philosophy, forming three factions: Bone, Flesh and Spirit — each with a different perspective on how to best unite and strike back against the celestials.

Because of these oppositions, each character in the story grapples with deciding between their personal ulterior motives and the need to contribute to the greater good. The game is designed to really highlight this through the man vs. man (between players) and man vs. himself (internal) conflicts. As a result, there are a lot of strategic choices to make if a player wants to come out ahead as the hero that unites the Underworld. Players who take a selfish approach to their strategy will be increasingly vulnerable to the Dreadsrip, a corruptive force present in all characters in the underworld that is attracted to power and greed. Meanwhile, taking selfless actions to unify the underworld can earn players points, but may also open strategic opportunities for your opponents.

The Op: What is the objective of the game? Who are you playing as, and what characters are being played?

Pat: Each player plays as themselves and works to earn the most points. Points are earned from Unity tokens, which are awarded for selfless actions, faction influence, which is also a resource that can be spent during the game, and hidden objectives representing each players' unique vision for unifying the Underworld. Players will recruit various Mourners and Guild figures to their team and deploy them into Illverness, the city of



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the dead to control and influence key locations. Players will also draft powerful Court cards featuring the key characters from the *Court of the Dead* universe.

The Op: What makes the retail edition unique? How will players enjoy a 4-player game?

Pat: The retail edition of the game features all of the amazing cards and art of the Kickstarter game, as well as a premium tray for organizing all the pieces. In this version, thick chipboard tokens are used in place of the metal tokens in the KS version, which helps keep the price point down to reach more gamers. The game was designed to scale well for 2-4 players and offers different strategic challenges at different player counts. Several fans of the game have also made a detailed solo variant that is available on the Mourners Call's BoardGameGeek.com page.

Pat: One of the great things about this game is that there are a lot of resources to teach it and a robust community dialoguing about the game on BGG already. The "Watch It Played" YouTube channel created an excellent how-to-play video, which covers all the rules and also addresses a lot of the FAQs that have come up since the Kickstarter fulfilled. New players can watch this video and have the game on the table, fully explained, in about 20 minutes.



For gamers who are new to the *Court of the Dead* universe, the game is a fantastic introduction to its world and lore. Sideshow offers a number of books, graphic novels, and collectible figures for fans who want to go deeper, and they have a lot of exciting new content coming in for *Court of the Dead* which should serve to increase awareness and interest in the game throughout 2020.

...

Pat Marino is the Designer of *Court of the Dead*, *Mourners Call*, *Match-O-Rama*, and Co-Designer of *Die Hard: The Nakatomi Heist* Board Game and *Gem Hens*. He serves as the Game Design Manager at The Op Games where he enjoys adapting existing games to popular licenses and developing new game systems. He holds a PhD in Leadership Studies and lives in Lemon Grove, CA.



The Op: Do you have any game tips for first-time players or something that retailers should focus on? Any final thoughts on working in this unique world?



SONORA



SONORA

PAN 202005 \$29.95 | Available March 2020!

Sonora is a gorgeous new family-weight game from Pandasaurus Games releasing in March of 2020! For 2-4 players with a 30-45 minute time and a 29.95 SRP make it an obvious choice for players!

Sonora is a completely new take on the "roll and write" genre. We've all played roll and writes, and flip and writes and some of them have been the top selling games of the last few years. It's a genre that is easily teachable to new players and the tactile nature of physically writing and altering your score is endlessly fun.

Sonora is something completely new. It is a "flick and write" game that combines a light-dexterity game (not dissimilar to Crokinole) that has players taking turns flicking disks of varying values into the gameboard. The 4 quadrants of the gameboard relate to 4 different games that players will be competing in to maximize their points. Additionally, to the 4 main quadrants of the flicking board, there are also bonus spots that double the value of the disks flicked.

The four quadrants represent beautiful landscapes in the Sonoran Desert! You'll be exploring Canyons, creek beds, mudcracks in the desert floor and cliff-dweller ruins and uncovering different Sonoran Cacti and trying to get the help of the local wildlife! From Kit Foxes, Elf Owls, Black Tailed Jackrabbits and Eastern Collard Lizards!



This is not just a gimmick slapped onto a standard roll and write game though! In most games in the roll and write genre, players are working to make the best of a random output. Obviously, there is no controlling a die-roll, so often in other games in the genre is getting die rolls and figuring out the best thing to do with a result you may or may not want.

In *Sonora*, players have more determination as to where their disks will wind up (and with the ability to knock your opponent's disks around board. you have some determination about what your competition will be doing.) With that in mind, all the games you are playing are designed with that in mind, if you want to put

your 4 disk in the cliff-dweller ruins zone you can! Assuming you are good enough and no one knocks you around!

So, buckle up this March and head to the Sonoran Desert with your friends and have a great time exploring the Sonoran desert with gorgeous artwork and amazing components in a light-weight and value-priced package!

Racing against other players and knocking their disks off of bonuses or pushing them out of your way will be the name of the game. Careful play can unlock the ability to swap any two of your disks on the board, reflick your discs. Powerful combos that unlock bonus scoring across all 4 games will be the key to victory so careful planning and masterful execution of your plan are required to win the day!

...

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10 YEARS of mantic games

ROB BURMAN SITS DOWN WITH MANTIC CEO, RONNIE RENTON, TO LOOKS BACK AT A DECADE IN THE GAMING INDUSTRY.

First up — congratulations to *GTM* for reaching the amazing milestone of 20 years! The magazine is a fantastic publication for the industry and it's great to see it going from strength to strength... here's to the next 20 years ***clink of champagne glasses***

As *GTM* cuts the birthday cake for its 20th year, Mantic Games is celebrating its 10th year in the wargaming and board game industry. So, with parties all round, Rob sat down with Ronnie Renton, the founder of Mantic Games to look back at the past decade and how the industry has changed since Mantic first opened.

First up, Rob asked why Ronnie started Mantic back in the distant past of 2009. "Initially I saw there was a gap in the market for a company to create affordable, hard plastic fantasy miniatures for mass battle games.

"It could often be expensive when you needed hundreds of core troops to fill out a full army and, I guess, that I didn't want that to be barrier for entry to newcomers into the hobby. So, Mantic started out by producing affordable, quality minis for fantasy games."

The first offering from Mantic was the hard-plastic elf sprue — an army which the company still offers to this day. "I'll admit that they're a bit of Marmite product," laughed Ronnie. "We wanted imperial elves with decent armour and weapons — a little more regimented than the elves available at the time. Some people love them, but others aren't so keen!"

Following on from the elves, Mantic followed up their fantasy offerings with hard plastic dwarfs, orcs and undead. "The zombies and skeletons were massively



popular at launch," remembered Ronnie. "So popular that we struggled to keep them in stock. I remember the first Adeption we attended, and we were completely cleared out by the end of the second day!"

With four factions under Mantic's belt, the company shifted from only making miniatures to creating its first ruleset. "I've always had a passion for mass fantasy battle games," explained Ronnie, "and we wanted to create a ruleset that stripped away all the complicated rules and offered a simple but deep experience that allowed players to concentrate on positioning and tactics, rather than the time-consuming faff of removing individual miniatures or remembering a plethora of rules."

Ronnie recruited renowned rules writer Alessio Cavatore to write the game and *Kings of War* was born! The original rules were printed on a small pamphlet that was included in the boxes of miniatures, but the first hardback rulebook quickly followed in 2012. The game has now been through numerous evolutions and Mantic launched

Third Edition — complete with a massive 408-page hardback book - back in October.

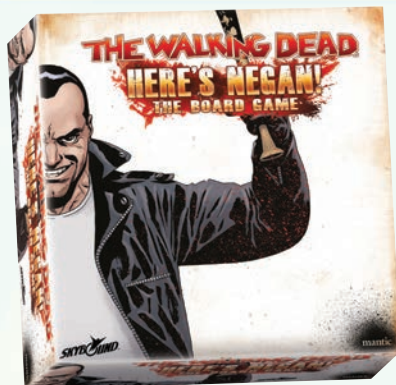
"It was our most successful launch ever," said Ronnie, "and I think that's testament to the hard work we've put into building the community and improving the miniature quality. Comparing the new Northern Alliance to those original Marmite elves shows just how far we've come in 10 short years and we're going to keep pushing ourselves to constantly improve."

As well as seeing the importance of affordable miniatures, Ronnie also knew that licensed games would play a key part in Mantic's future. "From day one I knew that a licensed property would really help to push us to that next level. A licensed game allows you to create instantly recognisable characters that bring new people into the hobby who are fans of the source material."

Mantic started its foray into the world of licensed games with *Mars Attacks!* The experience replicated the wacky world of an alien invasion from Mars, complete with freeze rays, mutant bugs and giant, stompy robots.

"It was a great experience working on *Mars Attacks!*," explained Ronnie. "It taught us a lot about working on a licensed property, such as what the fans expect and what works well as a game, so we were ready to work on an even bigger license."

And they don't come much bigger than *The Walking Dead*! "I was wondering what license we should try to get, while my son was busy reading *The Walking Dead* comics. Then it sort of hit me like a lightning bolt... we should make a game based on *The Walking Dead*."



Working closely with Skybound Entertainment and games designer Mark Latham, Mantic created a claustrophobic, skirmish experience in which groups of survivors battle it out against each other, while surrounded by hordes of flesh-hungry Walkers. It went on to be a global success, spawning five waves of miniatures and a board game: *Here's Negan*.

After the huge success of *The Walking Dead*, Mantic began looking for its next license. "By this stage we had a reputation for producing great games based on comic books and we wanted to continue to make games in that space," explained Ronnie. "When we started looking at the options, there was really only once choice: *Hellboy*!"

Created by visionary artist and writer, Mike Mignola, *Hellboy* has been part of popular culture for 25 years — spawning three live action movies, countless comics, videogames and more. "Just like we did with *The Walking Dead*, we worked closely with Dark Horse to create an experience that replicated the comics on the tabletop."



Since launching at retail earlier this year, *Hellboy: The Board Game* has been translated into several languages and is available worldwide. The initial print run has sold out and Mantic is now preparing for a busy 2020 with restocks and new retail expansions.

So, with all this experience over the past 10 years, what other lessons has Ronnie learnt? "I definitely thing we've seen a massive



increase in the popularity of skirmish games," he answered. "With so many options out there, a lot of players are time poor so don't necessarily have the chance to paint enough miniatures for a mass battle game. Whereas skirmish games with just a dozen are perfect hobby intros."

"We've got two great skirmish games available — *Deadzone* for sci-fans, which sees small strike teams infiltrating urban battlescapes and *Vanguard* for fantasy players. Both have been very successful, with passionate communities around the globe."

Finally, we asked Ronnie what the plans are for the next 10 years. "Well, we'll definitely be concentrating on more *Kings of War*, but we've also got plenty planned for *The Walking Dead*, *Hellboy* and our sci-fi ranges. Plus, we'll be expanding the *TerrainCrate* range of scenery with new pieces for modern and World War Two battlefields... stay tuned for plenty more on that soon!"



Rob Burman is the former editor of Tabletop Gaming magazine. He currently works for Mantic Games as the Community Marketing and Licensing Manager. He is a huge goblin fan... but please don't hold that against him.



PAINTING HAPPY LIL MINIS WITH DAVE TAYLOR



EPISODE #20 - BASING: THE BASICS

Welcome to the latest "episode" of Painting Happy Lil Minis in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page - Thursdays at 2pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

CREATING CONTEXT

Over recent months, we've covered the basic techniques for painting: basecoating, shading, and highlighting. Once you've painted your minis, the final step is to give them a bit of context by texturing and painting up their base. There are a number of different techniques that you can use, and hundreds of cool products, to put your miniatures in the perfect situation.

In this episode we're going to take a look at three of the most common approaches to putting your minis on a very simple churned and dirty battleground (using these Lannisters from CMON's *A Song of Ice and Fire*): paint, textured paint, and glued sand.

On this page you can see the basic step for using the textured paints from Games Workshop. Stirland Battlemire is a dark brown paint mixed with a fine-texture grit and we used a Citadel sculpting tool to pull the paint from the pot and spread it around on the base. It will appear quite bulky at first, but will shrink a bit as it dries giving a churned mud look. Note: Games Workshop also sell a plastic "spatula" tool specifically for this task.

You can apply a pot of this textured paint to quite a few units at a time and once you have reached the final model, the first might even be dry enough to start the next step. If they aren't, give them plenty of time to dry so that you aren't brushing off large chunks of the texture paint.

Finally, you can drybrush the base with your browns of choice. As with the sand example on the opposite page, I used Vallejo Model Color Beige Brown and Ivory for the same stages.





Start with a container of sand and some PVA (white) glue.



Paint the PVA glue on the top of the base, being careful not to get it up over the boots.



Dip the base into the sand, then knock off any excess. Once the glue is dry, run thin superglue over the top of the sand.



Let the thin superglue dry completely before painting the entire base with Vallejo Game Color Charred Brown.



Drybrush the top of the sand with Vallejo Model Color Beige Brown.



Finally, drybrush the sand with Vallejo Model Color Ivory and paint the edge with Vallejo Model Color Beige Brown.

KEEPING THINGS REALLY BASIC!

Of course, you can always keep your basing very simple. These Lannisters have simply had their bases painted with Vallejo Model Color Beige Brown.

Most of the board game miniatures I have painted typically get a quick coat of Vallejo Model Color Black.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



LETTER JAM (CGE 00052)

From Czech Games Editions, reviewed by Eric Steiger

 12 & Up	 2 - 6 Players
 45 - 60 Minutes	 \$19.95

Just to be perfectly clear, I said *Letter Jam* was the best co-operative game of 2019 *before* they sent me a copy of it, and I stand by the claim. The closest I can come to describing it is as a blend of *Hanabi* and *Boggle*, but I don't think that does it justice, as I like *Letter Jam* more than either of those two. However, the combination of "you can see everybody else's cards except your own" and the forming of words using available letters makes those the best reference points for an explanation.



You begin by taking a handful of letter cards and using them to form a word, which you then shuffle and hand to your neighbor, face down. Once you have your scrambled word (which you do *not* look at), you take one letter and put it in a card holder facing all the other players. You can now see one letter in everybody's words except your own. Your goal is to deduce each of your own letters. You do this by nominating clues. For example, I can propose a 6-letter word clue using 4 other players' letters (including the use of the wild card, or perhaps using a single player's letter twice). I then use the numbered tokens to indicate the order of the letters in the word I am using. Players try to deduce what letter they have based on knowing the other letters in the word, and their own letter's position in it. For instance, if my letter is the first of five in the clue, and the other four are "e-v-e-r", that helps clue me in that my letter is an "N", "L", "F", or "S" (for "never", "lever", "fever", or "sever"). Once I have gotten enough clues to know (or think I know) what a letter is, I mark it down on my sheet, put it face down in front of me, and put the next letter in my scrambled word into the card holder. Once you have guessed a letter and put it face down, you can never return to it, so you'd better hope you got it right the first time.



Much like in *Hanabi*, the amount of clues we are allowed to use will run out far faster than we'd like. The number you have before the game ends is determined by the number of players, but one really good aspect of *Letter Jam* is that it encourages everybody to give a clue at least once, by having countdown tokens that only can be used the first time a player gives a clue, as well as an unlockable bonus clue you can use once everybody has given one. Furthermore, even if there are fewer than 6 players, there will be "ghost players" with letters facing up for everybody to see and use to form their clues, so there are always 6 letters (plus the ubiquitous wild card) available to use for clues.

Once you have run out of clues, or (unlikely) everybody has guessed all of the letters in their scrambled word, you must attempt to deduce your word using the letters you have deciphered. You put the cards in front of you in the order (you hope) spells out the word you were given, then, one player at a time, you reveal them. If you created a word (even if it's not the one you were given, but an anagram of it), you succeeded. You win the game if everybody managed to form a word from their letters. Your score (to see how big a win you got) is based on how many clues you have remaining that you didn't need.

Like many deduction-based games, the description of play doesn't do the game justice, and it's hard to capture the tense negotiations and desperation that can come from having a great clue, but one that doesn't help the people who need it most, or the horror at realizing that your perfect clue has another interpretation you didn't think of. One fantastic feature of the game is that, unlike in *Scrabble* or *Boggle*, longer words aren't necessarily better, if they don't provide the narrow range of possible answers that make for a good clue, and a great clue that only helps players who don't need it isn't a great clue at all. Thoughtfully, the game comes with literally everything you need to play, including 6 pencils and a sharpener, so you can start playing right out of the box. If you are a fan of co-ops and/or word games, then definitely give *Letter Jam* a shot.

...

Eric is your friend, and friends wouldn't let you play bad games.



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HELL HAS RISEN

Planet Apocalypse is an exciting co-operative game for 1-5 players. You are post-apocalypse heroes confronting the hordes of hell! Every game is different, and every game is tense, as you battle demons from the circles of hell, and in the end strive to take down their demon lord! Send Hell back whence it came!



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ARCHITECTURA (AWG AW05AR)

From Arcane Wonders, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



 14 & Up	 2 - 4 Players
 30 - 45 Minutes	 \$19.99

If you are looking for a nice gift for someone who is just starting to play more games, or for someone who likes to play games but doesn't have a lot of time, this may be the perfect game to get! Architectura is very easy to learn, and takes about thirty minutes to play with two players. It is also very compact, and can be quickly taken to a friend's house or on vacation with you. The game consists of 80 7x7-inch cards and 8 small tokens.

In the game, you are an architect trying to create the most beautiful city! There is strategy to this game with the card placements as you can quickly increase the value of a card, decrease it, or even destroy it! Fun times! At the end of the game, whoever has the most valuable city wins. Let the building begin!

SETUP

Start with placing *block cards* numbered 1 through 8 in the center of the table. Streets are built underneath the block cards, and there will be the same number of streets as players. In our case with two players, we are looking to build two streets.

Each player is given a hand of twelve cards in a specific color (red, yellow, blue, or green). They are shuffled and are put in front of each player as their draw deck. Now, there are also 6 additional cards for each color that can be used for a more advanced game. If you choose to use them, each player must decide what cards from the advanced deck they want to play and replace cards in the primary deck. So, you will always have 12 cards – either just the basic set, or a set with some advanced cards. We played both ways and found the advanced cards are not harder, but they have cooler actions and unique features. Each player also receives two "protection" tokens in their color, as well. More on what those are soon. Each player draws a hand of three cards from their deck, and gameplay begins!



GAME PLAY

The cards are a combination of buildings and other attractions you may have on the street to make your city great. At the top of the card is its name and its starting value. However, during play the cards can be turned clockwise or counterclockwise to increase or decrease their value. For example, the "Barn" card starts with a value of 3 but can go as high as 7 or as low as 2. Cards may also have an effect that happens immediately or at a certain point in the game. The "Barn," for example, allows you to swap any two cards in its row. Players take turns; on your turn you may:



- Play a card from your hand. Place it in an available space at the beginning of a row, next to another card that is already there, or next to a destroyed card. You can play on any of the streets, you don't have to just put your color on one street.
- Once you have placed the card, you must compare the values.
 - If your card value is 2 times higher than the one to its left, that card is destroyed and flipped over
 - If your card value is higher (but not 2 times higher), that card value decreases by rotating it to the next lower number
 - If they are the same value, nothing happens
 - If your card is lower than the card you placed next to, that card increases in value by rotating it to the next higher number
- Resolve any effects of the card (see Barn example above). These effects can really be helpful, can give you better results at the end of the game, etc. Sometimes cards can be protected, and that is where your protection token comes in. You would place your protection token on top of that card, which means no one can destroy it.
- Last, draw a card to have a hand of three cards for the next turn.

The game is over when no one can play any more cards. You would think that if there are 8 blocks and with two streets after 16 cards are placed, the game is over, but sometimes a card will allow you to play it on top of another card, so it could continue in situations like that.

Once the game is officially over, you add up all the values of your color cards, and whoever has the most points wins!

We actually played twice in a row: Once with the basic set, and once with the advanced. Playing both together took us less than an hour to play. We really enjoyed this one and plan to take it on trips with us when we just want to play a quick game in our hotel, or on a cruise ship.

Please check our website and YouTube page for more great game reviews for 2 players!

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



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Full contents not shown.

NEMO RISING: ROBUR THE CONQUEROR (WZK 73506)

From WizKids/NECA, reviewed by John and Issac Kaufeld

 8 & Up	 1 - 4 Players
 90 Minutes	 \$59.99

Set in the world of C. Courtney Joyner's novel, *Nemo Rising: Robur the Conqueror*, sends players into cooperative adventures that deliver solid gameplay and plenty of surprises, all wrapped in rich steampunk art and supported by some innovative mechanics.

The game's backstory pits two classic Jules Verne characters against each other: Captain Nemo versus Robur the Conqueror. Players take the roles of Nemo, President Ulysses Grant, and two characters from the book, Sarah Duncan and Adam Fulmer. As a team, you try to stop Robur's evil plans.

Enough about the history; let's get on with the top five things you need to know before wielding imaginative Victorian technology and saving the world.

ACTIONS, ABILITIES, THREATS, AND MISSION POINTS

The heart of the game rests on the interaction of four things: actions, abilities, threats, and mission points. Once you understand what they do and how they interact, you're a long way toward learning the game.

Actions let you move, explore, fight enemies, and secure rooms. To overcome challenges and defeat enemies, you need abilities from action cards, gear, or dice. The characters themselves don't have any built-in abilities (which surprised us a bit), although each one has a unique trick up its sleeve.

Sometimes activating these abilities costs your team a mission point or two. These are the currency of your story. Spend too many mission points and you lose the game. Finally, threats represent the enemies that stand between you and your goals. Work together to either eliminate or avoid them as much as you can.

TAKING A TURN

Each player gets six actions per round (and maybe an extra action depending on what you do). You start by picking up an action card and its accompanying threat card. Choose how you'll play the action card (more about that in a moment), then start using your action points.

Try to use all of your actions every turn — including the extras — because you can't save actions from one round to the next.



ONE ACTION CARD, TWO WAYS TO PLAY

Your first big choice each turn is how to use your action card. Every card plays in two ways. One way gives you one of the three abilities (brains, brawn, or skill) this turn, but costs you one mission point in the process.

The other way costs nothing to use. It offers things like an extra die roll, an extra action, stealthy movement, or use of a shortcut. Choose wisely!

ENEMY MOVEMENT SYSTEM BUILDS TENSION

We especially loved the way that the game brings enemy tokens to the board and moves them around. It's a sweet piece of innovation that creates a lot of tension.



Every time you choose an action card, you also get a threat card. Threats add flavor to the game thanks to card titles like "mechanical wasps" and "poison gas." They also complicate your life by introducing challenges to overcome or bringing in enemies and moving them around.

The enemy movement system is the game's crowning achievement. When a threat card moves enemy pieces, it tells you which type of enemies to move (humanoid, bestial, or mechanical), whether they follow the red or blue arrows on the board, and how far they go.

You never know whether that enemy down the corridor will move away this turn or spin around and fight you. It's nothing short of brilliant, and it makes the game wonderfully tense.

LOTS OF PLAY (AND REPLAY)

If *Nemo Rising* has a secret super power, it's the amount of replayability the game delivers through its scenarios and rules variants.

When you set up each game, you select one of the two scenarios (air or sea) and then randomize the location tiles onto the board. Each scenario also includes its own mission and threat decks. The combination gives you a different play experience every time, since the rooms move around and you face new goals.

The game's rules also offer a solo mode where you run a single hero around the board and try to complete the missions by yourself.

The stealth mode variant forces everyone to be silent while someone is taking their actions. Before and after the action step, players are free to talk and discuss options, but they can't communicate once the actions begin. This makes each player think on their feet and improvise solutions to unexpected problems or opportunities.

VERDICT

There's a lot to like in *Nemo Rising: Robur the Conqueror*, and we definitely recommend it for families and friends.

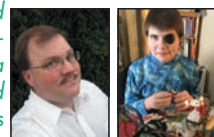
Its innovative enemy movement system puts a welcome new spin on cooperative games and can ratchet the tension through roof (and we loved it). You also get a lot of replayability for your money thanks to the random board setup, multiple scenarios, and variant rules.

Our only wish is that WizKids streamlined the rules and included a quick reference chart explaining the terms and icons. Your first trip through the rules feels like a slog. Terms get used without definitions and icons get introduced, but their explanations are buried.

Some of the confusion comes from layout problems with jumbled heading and subheading sizes. This leads to frustrating moments as you figure out the game. To avoid this, give yourself time to read the rules once or twice before teaching others to play. You'll make the evening much more fun for yourself and your friends.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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**BAN
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LOVELACE & BABBAGE (AAX 14001)

From Artana Games, reviewed by Brian Herman

 14 & Up	 2 – 4 Players
 15 – 30 Minutes	 \$19.99

Ever since I was a child, math has been my favorite subject. There's no room for misunderstanding or misconception, there is a right answer and a wrong answer to each problem. As I've grown into an adult with children of my own, I have watched them follow in my footsteps with pride. The school of tabletop gaming is a tough but fun teacher, allowing for joy and wonder with each addition/subtraction required for a single step. *Lovelace & Babbage* takes this idea and runs with it, turning basic math problems into an enjoyable game, emulating the first computer and computer program in a fun and enticing way.

"The science of operations, as derived from mathematics more especially, is a science of itself, and has its own abstract truth and value." — Ada Lovelace

To setup the game 1-4 players take on the role of either Charles Babbage (credited with the concept of the first computer), Ada Lovelace (credited as the first computer programmer), Luigi Federico Menabrea (an Italian statesman, mathematician, and engineer), or Mary Somerville (famed science writer and mathematician, dubbed the "queen of science"). Each is comprised of a deck of 6 cards with different values printed along the bottom. Each player also takes a scoresheet, which contains 4 rounds worth of blank spots for calculations. A 1-minute sand timer and player 2, player 3, etc tokens are laid out for later in the game, and a deck of "patrons" are dealt face up in a common area, each one a famous scientist or mathematician throughout history and showing a random number at the bottom of each card. The game is ready to begin.

"In mathematics we have long since drawn the rein, and given over a hopeless race." — Charles Babbage

Each round, players choose one of their own character cards values they will try to arrive at this turn, as well as trying to hit as many patron values as possible from the face up cards dealt out earlier. Using the gameboard as a computing analytical engine, players plug in calculations from the designated starting number in round 1 (55) trying with each step to hit one of the target numbers on the board. The first player to finish grabs the sand timer and flips it, marking to all other players that there is 1 minute left to finish the round. Each player that finishes their round calculations grabs a player 2, etc token and once the time runs out, it's time to score each player's sheet. In player order, each step is worked through one at a time. The first player to hit any target patron number gains influence in their choice of two categories, the second player takes what's left over, and the third player has a "failed experiment" note in their scoresheet, so time is of the essence. If a player hits one of their own character cards chosen for that round, they will get a benefit that can be used in a future round, such as the ability to



arrive within +/- 1 of a number next round, or two additional steps that can be utilized.

"Errors using inadequate data are much less than those using no data at all." — Charles Babbage

After scoring a round, 4 more possible computations are added to the computing analytical engine, further raising the stakes. Players choose another of their character cards for a personal goal, and previous patrons are discarded, and new ones dealt out as a common goal. The sand timer and player order tokens are placed back to the common area, and the final number a player arrived at in their last step of the previous round is now the number they start with for the next round. After 4 rounds, the game is over, and all calculations are scored with the victor being the mathematician with the highest score.

"I am never so happy as when I am really engaged in good earnest, & it makes me must wonderfully cheerful & merry at other times, which is curious & very satisfactory." — Ada Lovelace

What got me most about *Lovelace & Babbage* was just how deceptively clever the game is. Using the first two provided computations on the game board is easy, adding/subtracting 1/2/5/10 from a number is no problem. But as more calculations are added as possibilities, trying to hit a target number using odd values under a ticking clock brings out the competitive mathlete in anyone I've run a demo of the game for in any situation. The joy on a player's face when they hit that target number and get to score it is one that can't be measured in mere numbers, as ironic as that is. Production value is off the charts here, a small sturdy box with baggies included for all tokens and a thick stack of sheets that will keep the game going for even the most astute polymath. Overall, *Lovelace & Babbage* has become my go-to game for showing off at game night, and that always brings a smile to my face.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.





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WARHAMMER UNDERWORLDS: BEASTGRAVE (GAW 110-02)

From Games Workshop, reviewed by Thomas Riccardi

 12 & Up	 2 - 4 Players
 30 Minutes	 \$70.00

Deep within the realm, people have been whispering a name that inspires both wonder and dread. Legends speak of a mountain that is alive, enticing people into its depths, and of riches to be gained by those brave enough to wander deep within. Will you be able to forge ahead and discover the treasures that lie within or will you succumb to the mountain and the predators within? This is the setting of the latest in *Warhammer Underworlds: Beastgrave* from Games Workshop.

This boxed set contains everything needed for two players to fight fast-paced battles deep within the tunnels of *Beastgrave*. There are two books including an up-to-date rulebook with all the rules from the original set and the expansions. The second eight-page book shows you how the game is played step by step and has a few great pictures showing off the miniatures included with the set. You also get dice, tokens and cards that are usable with the game as well, but the star of this boxed set has to be the miniatures. There are eleven miniatures total as you get your choice between Grashrak's Despoilers (Beastmen) or Skaeth's Wild Hunt (Spirit Warriors). Each miniature is amazingly detailed and push-to-fit, so you will not require any glue to put these models together.



To begin the game, you will need to choose your warband and then place the boards on the table corresponding to the scenario you and your opponent have selected. Next, you will need to place Feature and Lethal Hex tokens, draw cards and place your fighters on the board. Gameplay is similar to the other games in this series: you will need to score Glory Points in order to win the game. You earn Glory Points by either completing special objectives or slaying enemy fighters. All of the stats of the models in your warband are located on the corresponding cards which include various attributes such as how far they can move, how much damage they can take, etc.



However, there are three other cards you need to keep track of as well: Objective cards, Upgrade cards, and Gambit cards. Completing Objective cards will give you Glory Points needed to win the game. Upgrade cards will give your fighters an edge in combat. Lastly, there



are two types of Gambit cards: Spells which let you unleash dark magic, and Ploys which give you an edge in combat.

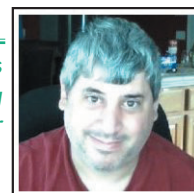
Each round, there are two phases in *Beastgrave*, which keeps things simple to track: Activation and End Phases. The Activation phase allows you to either move your fighters, attack an opponent in range, charge into battle, or guard against oncoming attacks. Attacking is as simple as rolling the dice compared to the attack given on the card. The defender also rolls their defensive dice as well, and whoever gets more successes determines the outcome of the attack.

It's also worth noting that each of the warriors in your warband have conditions for becoming "Inspired", and once those conditions are met you simply flip the card over revealing the improved stats of the model.

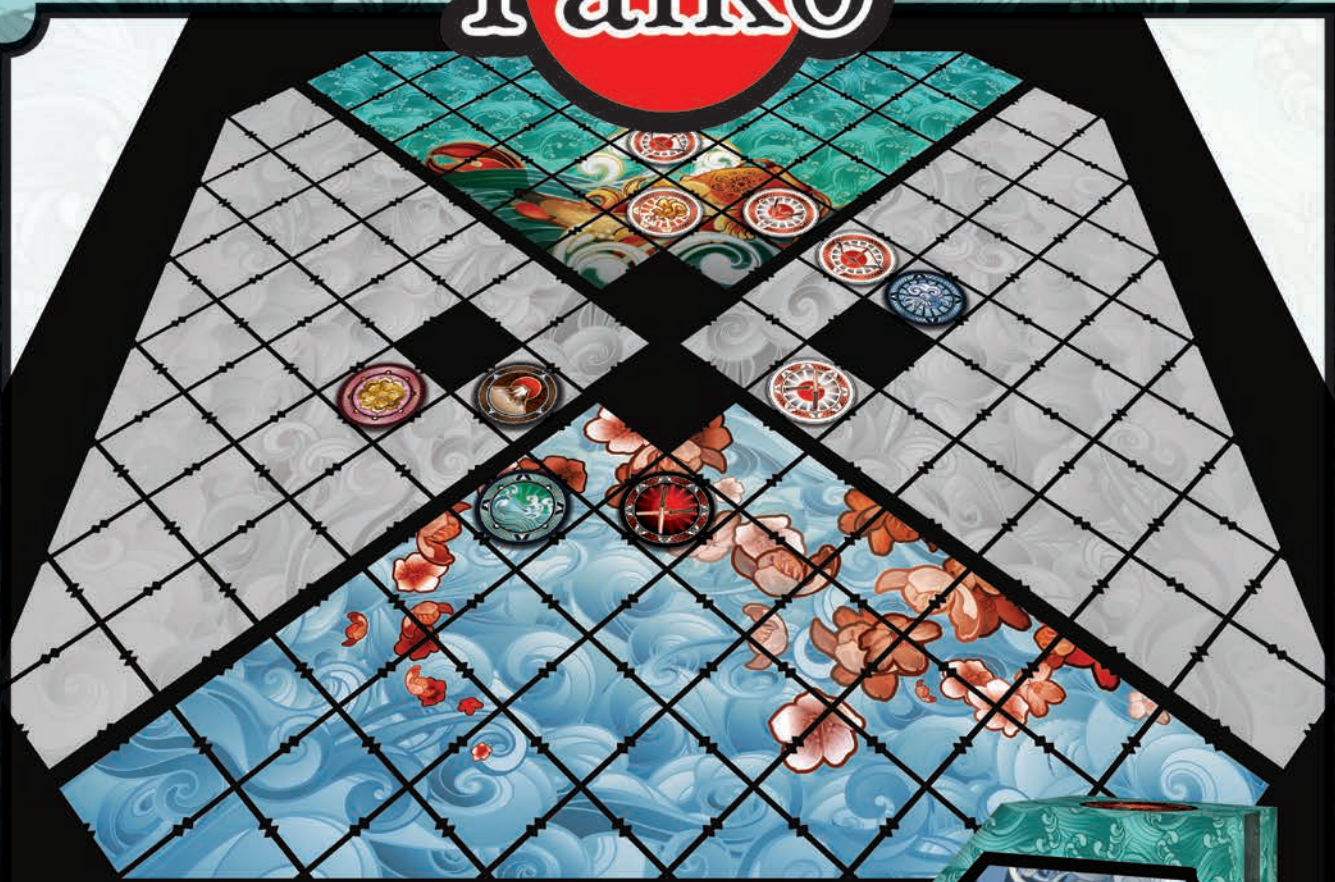
During the round, you can use your allotment of four activation orders on one model or split them up between a few of them this is completely up to you. After each player has used up all their activation tokens, you enter the End Phase where you will score Objectives as well as discard any Objective cards in the hopes of getting a better one for the next draw. You will also play Upgrades if you have the Glory Points to do so (this is only for Upgrades not Gambits). The last two phases are to discard any power cards and then draw cards (until you have 3 objective cards and five power cards). This sequence continues for two more rounds and at the end of the third end phase, the Glory Points are totaled and the one with the most wins the game.

Warhammer Underworlds: Beastgrave has quick and easy-to-learn rules as well as everything that you need to play in one box. This makes this new entry in this line great for newcomers and experienced players alike. For more information on this and other great games head over to www.gamesworkshop.com and get ready to brave the tunnels under the mountain.

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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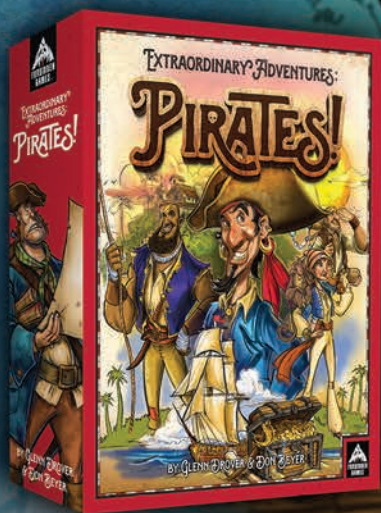
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